

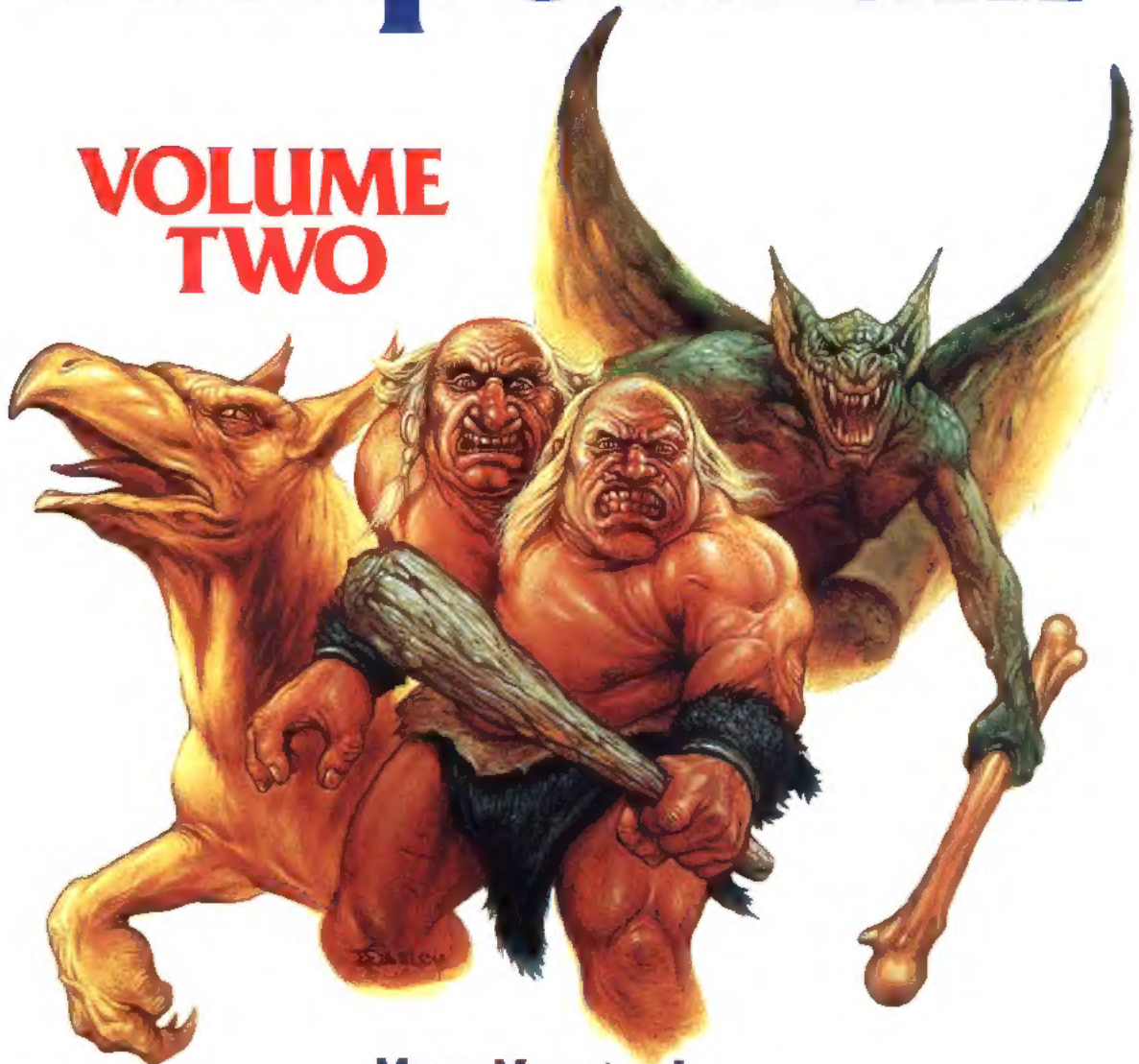


Advanced Dungeons & Dragons[®]

2nd Edition

Monstrous Compendium

**VOLUME
TWO**



More Monsters!
Ready to add to your Volume One 3-ring binder!

ALPHABETICAL INDEX FOR MONSTROUS COMPENDIUM, VOL. 2

This index combines monsters from the first two volumes of the Monstrous Compendium. "Name" refers to the creature in question, "Section" refers to the entry in which that creature is found, and "Comp." refers to the volume of the Compendium in which that entry is found.

Monsters listed here do not have entries of their own. For example, *woodchuck* is not listed under "W" but rather under *Mammal*. *Small*. *Kapoacanth* is found not under "K" but under *Gargoyle*. Monsters that have their own entries (that is, whose names appear at the top of a page in the Compendium, in large, bold type) are not listed in this index. (e.g. *Shark* is listed under *Shark*, and therefore does not need a separate listing. However, *Megalodon* is found within the entry for *Shark*, and so is listed in the index.)

Italicized index entries are alternate names for a creature, such as *marine troll* and *scrag* or *banshee* and *groaning spirit*.

Name	Section	Comp.	Name	Section	Comp.	Name	Section	Comp.
<i>Abomination</i>			<i>Crawler, carrion</i>	<i>Carrion crawler</i>	1	Giant marine		
(yuan ti)	Yuan ti	1	Crayfish	Crustacean	2	spider	Spider	1
Aborigine	Men	1	Criosphinx	Sphinx	2	Giant owl	Owl	1
Advanced			Cryohydra	Hydra	1	Giant poisonous		
lizard man	Lizard man	1	Crystal ooze	Oozes	1	snake	Snake	1
Adventurer	Men	1	Cube, gelatinous	Oozes	1	Giant rat	Rat	1
African elephant	Elephant	1	Cutpurse	Men, thief	1	Giant spider	Spider	1
Air elemental	Elemental	1	Cyclops	Giant-kin	2	Giant toad	Toad	1
Androsphinx	Sphinx	2	Dao	Genie	1	Giant wasp	Hornet	1
Animal skeleton	Skeleton	1	Death dog	Dog	1	Giant water spider	Spider	1
Annis	Hag	2	Demilich	Lich	1	Gold dragon	Dragon	1
Antelope	Animal, Herd	1	<i>Dervish</i>	Men, berserker	1	Gopher	Mammal, Small	2
Aquatic ghoul	Ghoul, lacedon	1	Dire wolf	Wolf	1	Gorgimera	Chimera	1
Aquatic hobgoblin	Hobgoblin, koalanth	1	Djinn	Genie	1	Gray ooze	Oozes	1
Aquatic troll	Troll, scrag	1	Dracolisk	Basilisk	2	Greater pegasus	Pegasus	1
Aquatic umber			Draft horse	Horse	1	Green dragon	Dragon	1
hulk	Umbur hulk, vodyanoi	1	<i>Dragon, false</i>	<i>Lizard, fire</i>	1	Green hag	Hag	2
			Dragon, general	Dragon	1	Green slime	Oozes	1
Ascomid	Fungi	2	Drider	Elf, Drow	2	Grey elf	Elf	1
Banderlog	Baboon	2	Dun pudding	Pudding	1	Guardian Naga	Naga	2
Bandit	Men	1	<i>Dweomerling</i>	Mudmen	1	<i>Gulguthra</i>	Otyugh	2
<i>Banshee</i>	Groaning Spirit	2	Earth elemental	Elemental	1	Gynosphinx	Sphinx	2
Barbarian	Men	1	Efreit	Genie	1	Hairfoot	Halfling	1
<i>Bat, sea</i>	Ray	1	Elder-brain	Mind flayer	1	Half-elf	Elf	1
Beaver	Mammal, Small	2	Electric eel	Eel	2	<i>Halfbreed (yuan ti)</i>	Yuan ti	1
Berserker	Men	1	<i>Elothere</i>	Boar, giant	1	Hangman tree	Plant, Carnivorous	2
Black bear	Bear	1	Ermine	Mammal, Small	2	Heavy horse	Horse	1
Black dragon	Dragon	1	Eye of the deep	Beholder	1	Hedgehog	Mammal, Small	2
Black pudding	Pudding	1	<i>Faerie elf</i>	<i>Elf, grey</i>	1	<i>Herder</i>	Men, farmer	1
<i>Black rat</i>	<i>Rat, common</i>	1	Falcon	Hawk	2	Hieracosphinx	Sphinx	2
Blink dog	Dog	1	<i>False dragon</i>	<i>Lizard, fire</i>	1	High elf	Elf	1
Blood hawk	Hawk	2	Farmer	Men	1	Hill giant	Giant	1
Blue dragon	Dragon	1	<i>Faun</i>	Satyr	1	Huge bat	Bat	1
Brass dragon	Dragon	1	Ferret	Mammal, Small	2	Huge centipede	Centipede, giant	1
Brigand	Men, bandit	1	Firbolg	Giant-kin	2	Huge spider	Spider	1
Bronze dragon	Dragon	1	Fire Snake	Salamander	2	Hulk, umber	Umbur hulk	1
Brown Mold	Mold	2	Fire elemental	Elemental	1	Hymnodon	Hyena	1
Brown bear	Bear	1	Fire giant	Giant	1	Ice toad	Toad	1
Brown pudding	Pudding	1	Fire lizard	Lizard	1	<i>Illithid</i>	Mind flayer	1
<i>Brown rat</i>	<i>Rat, common</i>	1	Fire toad	Toad	1	Iron golem	Golem	1
Brush rat	Rat	1	Fisher, cave	Cave fisher	1	Ixixachitl	Ray	1
Buccanneer	Men, pirate	1	<i>Fisherman</i>	Men, sailor	1	Jaguar	Cats, Great	1
Buffalo	Animal, Herd	1	Flesh golem	Golem	1	Jann	Genie	2
Camel	Animal, Herd	1	Flind	Gnoll	1	Ju-ju zombie	Zombie	1
Cat, house	Mammal, Small	2	Flying Squirrel	Mammal, Small	2	Kapoacanth	Gargoyle	2
Cat, wild	Mammal, Small	2	Fomorian	Giant-kin	2	Killer frog	Frog	2
Catfish	Fish	2	Forest Trapper	Lurker Above	2	Knight	Men	1
Cattle	Animal, Herd	1	Fox	Mammal, Small	2	Knight, rakshasa	<i>Rakshasa, ruhk</i>	1
Cave bear	Bear	1	Frost giant	Giant	1	Koalanth	Hobgoblin	1
<i>Cavemen</i>	Men, aborigine	1	Gar	Fish	2	Kraken	Squid	2
Cheetah	Cats, Great	1	Gas Spore	Fungi	2	Lacedon	Ghoul	1
Chipmunk	Mammal, Small	2	Gelatinous cube	Oozes	1	Large bat	Bat	1
Choke Creeper	Plant, Carnivorous	2	Gentry	Men	1	Large spider	Spider	1
			Ghast	Ghoul	1	Leopard	Cats, Great	1
Clay golem	Golem	1	Giant Squirrel	Mammal, Small	2	Lernean hydra	Hydra	1
Cloud giant	Giant	1	Giant bat	<i>Bat, large</i>	1	Leviathan	Whale	2
Common bat	Bat	1	Giant boar	Boar	1	Light horse	Horse	1
Common owl	Owl	1	Giant centipede	Centipede	1	Lion	Cats, Great	1
Common rat	Rat	1	Giant constrictor			Lion, mountain	Cats, Great	1
Construcary	Men	1	snake	Snake	1	Lion, spotted	Cats, Great	1
Constrictor snake	Snake	1	Giant eel	Eel	2	Lizard king	Lizard man	1
Copper dragon	Dragon	1	Giant hornet	Hornet	1	Lynx, giant	Cats, Great	1
Crab	Crustacean	2	Giant lizard	Lizard	1	Maharajah, rakshasa	Rakshasa	1
Craftsman	Men, tradesman	1	Giant lynx	Cats, Great	1	Mammoth	Elephant	1

ALPHABETICAL INDEX FOR MONSTROUS COMPENDIUM, VOL. 2

Name	Section	Comp.	Name	Section	Comp.	Name	Section	Comp.
Manta ray	Ray	1	Raccoon	Mammal, Small	2	Sumatran rat	Rat, giant	1
Mantrap	Plant, Carnivorous	2	Rajah, rakshasa	Rakshasa	1	Sundew	Plant, Carnivorous	2
Margoyl	Gargoyle	2	Rakshasa knight	Rakshasa, ruhk	1	Swan	Swanmay	2
Marid	Genie	2	Rakshasa	Rakshasa	1	Sylvan elf	Elf, wood	1
Marine beholder	Beholder, eye of the deep	1	maharajah	Rakshasa	1	Talking owl	Owl	1
Marine eel	Eel	2	Rakshasa rajah	Rakshasa	1	Tallfellow	Halfling	1
Marine ghoul	Ghoul, lacedon	1	Rat, Sumatran	Rat, giant	1	Thief	Men	1
Marine hobgoblin	Hobgoblin, koalanth	1	Rat, black	Rat, common	1	Thug	Men, thief	1
Marine ogre	Ogre, merrow	1	Rat, brown	Rat, common	1	Tiger, sabre-tooth	Cats, Great, smilodon	1
Marine spider, giant	Spider	1	Rat, brush	Rat	1	Tiger, wild	Cats, Great	1
Mastodon	Elephant	1	Rat, common	Rat	1	Toad, fire	Toad	1
Medium horse	Horse	1	Rat, giant	Rat, pack	1	Toad, giant	Toad	1
Medusa, greater	Medusa	1	Rat, trade	Rat, brush	1	Toad, ice	Toad	1
Medusa, serpentine	Medusa, greater	1	Ratman	Lycanthrope, wererat	1	Toad, poisonous	Toad	1
Megalocentipede	Centipede	1	Ray, ixitxachtli	Ray	1	Trader	Men, merchant	1
Megalodon	Shark	2	Ray, manta	Ray	1	Tradesman	Men	1
Mercenary soldier	Men	1	Ray, punji	Ray	1	Trapper	Lurker Above	2
Merchant sailor	Men	1	Ray, sting	Ray	1	Tri-Flower Frond	Plant, Carnivorous	2
Merchant	Men	1	Red dragon	Dragon	1	Tribesman	Men	1
Merrow	Ogre	1	Riding horse	Horse	1	Troll, two-headed	Troll	1
Mice	Mammal, Small	2	Ruhk	Rakshasa	1	Two-headed troll	Troll	1
Middle class men	Men	1	Russet Mold	Mold	2	Umber hulk, aquatic	Umber hulk, vodyanoi	1
Mink	Mammal, Small	2	Sabre-tooth tiger	Cats, Great, smilodon	1	Vampire, eastern	Vampire	1
Minotaur lizard	Lizard	1	Sailor	Men	1	Vampire, western	Vampire	1
Mobat	Bat, huge	1	Sailor, merchant	Men	1	Verbeeg	Giant-kin	2
Mole	Mammal, Small	2	Savage	Men, aborigine	1	Violet fungi	Fungi	2
Monkey	Mammal, Small	2	Scrag, troll	Troll	1	Vodyanoi	Umber hulk	1
Monster skeleton	Skeleton	1	Sea bat	Ray	1	War dog	Dog	1
Monster zombie	Zombie	1	Sea hag	Hag	2	War horse	Horse	1
Mule	Horse	1	Sea snake	Snake	1	Warhog	Boar	1
Muskrat	Mammal, Small	2	Seawolf, greater	Lycanthrope	1	Wasp, giant	Hornet	1
Narwhal	Whale	2	Seawolf, lesser	Lycanthrope	1	Water Naga	Naga	2
Neo-otyugh	Otyugh	2	Serf	Men, peasantry	1	Water elemental	Elemental	1
Noble djinn	Genie, djinn	1	Sheep	Animal, Herd	1	Water spider, giant	Spider	1
Nomad	Men, barbarian	1	Shrieker	Fungi	2	Water sprite	Nixie	1
Northern bear	Bear, polar	1	Silver dragon	Dragon	1	Weed eel	Eel	2
Ochre jelly	Oozes	1	Skeleton, animal	Skeleton	1	Werebear	Lycanthrope	1
Ogre mage	Ogre	1	Skeleton, monster	Skeleton	1	Wererat	Lycanthrope	1
Oliphant	Elephant	1	Slaver	Men	1	Weretiger	Lycanthrope	1
Ooze, crystal	Oozes	1	Slime green	Oozes	1	Werewolf	Lycanthrope	1
Ooze, gray	Oozes	1	Smilodon	Cats, Great	1	White dragon	Dragon	1
Opossum	Mammal, Small	2	Snake, constrictor	Snake	1	White pudding	Pudding	1
Orc, orog	Orc	1	Snake, giant	Snake	1	Wild boar	Boar	1
Orog	Orc	1	constrictor	Snake	1	Wild dog	Dog	1
Otter	Mammal, Small	2	Snake, poisonous	Snake	1	Wild horse	Horse	1
Peasantry	Men	1	Snake, poisonous	Snake	1	Winter wolf	Wolf	1
Pegasus, greater	Pegasus	1	Snake, sea	Snake	1	Wizard	Men	1
Phase spider	Spider	1	Snake, spitting	Snake	1	Wolf, dire	Wolf	1
Phycomid	Fungi	2	Soldier	Men	1	Wolf, winter	Wolf	1
Pig	Mammal, Small	2	Soldier, mercenary	Men	1	Wolf, worg	Wolf	1
Pike	Fish	2	Spider, giant	Spider	1	Wood elf	Elf	1
Pilgrim	Men	1	Spider, huge	Spider	1	Woodchuck	Mammal, Small	2
Pirate	Men	1	Spider, large	Spider	1	Worg	Wolf	1
Poisonous frog	Frog	2	Spider, phase	Spider	1	Worm, polar	Remorhaz	1
Poisonous snake	Snake	1	Spirit Naga	Naga	2	Yellow Mold	Mold	2
Poisonous toad	Toad	1	Spitting snake	Snake	1	Yellow Musk	Yellow Musk	2
Polar bear	Bear	1	Sprite, water	Nixie	1	Zombie	Creeper	2
Polar worm	Remorhaz	1	Squirrel	Mammal, Small	2	Yuan ti, abomination	Yuan ti	1
Police	Men	1	Steeder	Duergar	2	Yuan ti, halfbreed	Yuan ti	1
Pony	Horse	1	Sting ray	Ray	1	Yuan ti, pureblood	Yuan ti	1
Priest	Men	1	Stone giant	Giant	1	Zombie, ju-ju	Zombie	1
Pungi ray	Ray	1	Stone golem	Golem	1	Zombie, monster	Zombie	1
Pureblood (yuan ti)	Yuan ti	1	Storm giant	Giant	1	Zombie, yellow musk	Yellow Musk	2
Pyrohydra	Hydra	1	Strout	Halfling	1			
Pyrolisk	Cockatrice	1	Strangleweed	Plant, Carnivorous	2			
Quasit	Imp	1	Subterranean lizard	Lizard	1			
Quippers	Piranha	2						
Rabbit	Mammal, Small	2						

Monster Summoning Tables

Monster Summoning I

1	Ant, giant
2	Bat, huge
3	Beetle, fire
4	Bullywug
5	Goblin
6	Hobgoblin
7	Jermilaine (3d4 appear)
8	Kobold (3d4 appear)
9	Leech, giant (1 HD)
10	Muckdweller
11	Orc
12	Rat, giant (3d4 appear)

Monster Summoning II

1	Beetle, bombardier
2	Centipede, giant
3	Frog, giant or killer
4	Gnoll or flind
5	Lamprey, land
6	Lizard man
7	Mongrelmen (2 HD)
8	Mudmen
9	Spider, large
10	Stirge
11	Toad, giant
12	Troglodyte

Monster Summoning III

1	Ankheg (3-4 HD)
2	Bat, giant (mobat)
3	Beetle, boring
4	Bugbear
5	Centipede, megalomaniac
6	Crab, giant
7	Crocodile, wild
8	Dog, death
9	Gelatinous cube
10	Ghoul
11	Lizard, giant
12	Lyc., rat
13	Orc, orog
14	Osquip
15	Sandling
16	Scorpion, large
17	Snake, constrictor
18	Spider, huge
19	Weasel, giant
20	Urchin, land

Monster Summoning IV

1	Ankheg (5-6 HD)
2	Ape, carnivorous
3	Banderlog
4	Ettercap
5	Gargoyle
6	Ghost
7	Hell hound
8	Huecuva
9	Hydra, 5 heads
10	Lyc., wolf
11	Ogre
12	Ooze, gray
13	Owlbear
14	Scorpion, huge
15	Snake, giant const.
16	Toad, poisonous
17	Toad, fire
18	Wasp, giant
19	Wolf, worg
20	Yeti

Monster Summoning V

1	Ankheg (7-8 HD)
2	Cockatrice
3	Displacer beast
4	Doppelganger
5	Hornet, giant
6	Hydra, 7 heads
7	Hydra, 5 heads, cryo- or pyro-
8	Leucroitta
9	Lizard, subterranean
10	Lyc., boar
11	Margoyles
12	Minotaur
13	Ochre jelly
14	Rust monster
15	Slithering tracker
16	Snake, giant, pois. or spitting
17	Spider, giant
18	Giantkin, verbeeg
19	Wolf, winter
20	Zombie, ju-ju

Monster Summoning VI

1	Basilisk
2	Beetle, stag
3	Carnion crawler
4	Dracolisk
5	Drider
6	Griffon
7	Hydra, 8 heads
8	Lizard, minotaur
9	Lyc., tiger
10	Manticore
11	Ogre mage
12	Otyugh
13	Pyrolisk
14	Salamander
15	Spider, phase
16	Troll
17	Wolwere
18	Wraith
19	Wyvern
20	Yuan-ti, halfbreed

Monster Summoning VII

1	Basilisk, greater
2	Behir or tunnel worm
3	Bulette
4	Chimera
5	Ettin or hill giant
6	Golem, flesh
7	Gorgon
8	Hydra, 10 heads
9	Hydra, 8 heads (pyro- or cryo-)
10	Lizard, fire
11	Mummy
12	Neo-otyugh
13	Pudding, black
14	Roper
15	Shambling mound
16	Slug, giant
17	Sphinx, hieraco-
18	Troll, 2-headed
19	Umber hulk
20	Xorn

Monster Summoning VIII

1	Beetle, rhinoceros
2	Giant, fire or frost
3	Giant, fomorian
4	Golem, stone
5	Gorgimera
6	Hydra, 12 heads
7	Hydra, lemaean, 8 heads
8	Pudding, brown
9	Remorhaz
10	Rust monster
11	Will o'wisp
12	Worm, purple

Conjured Animals

HD	Roll	Animal	Value	HD	Roll	Animal	Value	HD	Roll	Animal	Value
1	01-10	Baboon	1 1/4	46-50	Lynx, giant	2 1/2		6	01-25	Bear, brown	6 1/4
	11-25	Dog, wild	1 1/4	51-60	Mule	3			26-50	Lion	5 1/4
	26-35	Hawk, large	1	61-70	Camel	3			51-75	Porcupine, giant	6
	36-40	Hawk, blood	1 1/4	71-80	Stag	3			76-00	Tiger	6 1/4
	41-50	Jackal	1/2	81-90	Wolf	2 1/2		7	01-50	Boar, giant	7
	51-55	Mammal, small	varies	91-00	Wolverine	3			51-00	Lion, spotted	6 1/2
	56-60	Minimal	varies					8	01-50	Bear, cave	7 1/2
	61-65	Otter	3/4						51-00	Tiger, sabre-tooth	7 1/2
	66-70	Otter, sea	1 1/4					9	—	Oliphant	8 1/2
	71-80	Owl, common	1					10	—	Bear, polar	10
	81-90	Rat, giant	1/2					11	—	Elephant (African)	11
	91-00	Skunk	1/4					12	—	Mastodon	12
2	01-70	Animal, herd	2					13	—	Mammoth	13
	71-80	Badger	1 1/2					14+	—	Whale	(to 36)
	81-00	Horse, wild	2								
3	01-05	Badger, giant	3								
	06-10	Boar, warthog	3								
	11-15	Cattle, wild	2 1/2								
	16-20	Cheetah	3								
	21-30	Dog, war	2 1/2								
	31-35	Hyena, wild	3								
	36-45	Lion, mountain	3 1/4								
				4	01-10	Bear, black	3 3/4				
					11-25	Boar, wild	3 3/4				
					26-40	Eagle, giant	4				
					41-50	Jaguar	4 1/4				
					51-60	Leopard	3 1/2				
					61-75	Owl, giant	4				
					76-90	Weasel, giant	3 1/4				
					91-00	Wolf, dire	3 3/4				
				5	01-15	Ape, carnivorous	5				
					16-25	Buffalo	5				
					26-40	Hyena, giant	5				
					41-55	Otter, giant	5				
					56-70	Skunk, giant	5				
					71-85	Stag, giant	5				
					86-00	Wolverine, giant	5				

Stag: This is a large male deer that can butt for 2-8 or strike with its hooves for 1-3/1-3.
Giant stag: A very large stag, 7' at the shoulder and weighing about 1,500 pounds. It can butt for 4-16 (4d4) or strike with its hooves for 1-4/1-4.

Terrain Guide

Plain: downs, heath, meadow, moor, prairie, savanna, steppe, tundra
Scrub: brackens, brush, bush, thickets, veldt
Forest: copses, groves, jungle, rain forest, woods

Reugh: badlands
Hills: bluffs, dunes, ridges (gorge, rift, valley, canyon)
Mountains: glacier, mesa, tor

Desert: barrens, flat, waste
Swamp: bog, fen, marsh, mire, morass, quagmire, slough
Pond: lake, pool, tarn

Temperate Encounters

Temperate Plain or Scrub

2	Elf, grey
3	Wyvern (gold dragon 10%)
4	Bear, brown
5	Spider, large, or ankheg (3-4 HD)
6	Jackal (jackalwere 10%)
7	Boar, wild (lyc. boar 10%)
8	Dog, wild, or worg
9	Wolf
10	Herd animal
11	Nomad or merchant
12	Nomad or NPC party
13	Horse, wild
14	Orc
15	Hobgoblin
16	Aerial encounter
17	Ogre (10% hill giant)
18	Snake, poisonous, or troll
19	DM Special
20	DM Special

Temperate Forest

2	Elf, wood (gnome 10%)
3	Wyvern or green dragon
4	Lyc., tiger, or criosphinx
5	Badger, giant, or giant weasel
6	Worg or giant skunk
7	Ghoul, giant, or stirge
8	Wolf or brown bear
9	Tribesman (NPC party 10%)
10	Choke creeper or hangman tree
11	Mammal, small, or tribesman
12	Kobold
13	Orc
14	Bugbear or ogre
15	Ettin or treant
16	Spider, giant (lettercap 10%)
17	Beetle, stag or bombardier
18	Owlbear or ghoul
19	DM Special
20	DM Special

Temperate Rough or Hill#

2	Wyvern or black dragon
3	Lyc., wolf or wolfwere
4	Bear, brown, or giant badger
5	Snake, poisonous or spitting
6	Lion, mountain, or ant lion
7	Horse or herd animal
8	Gnome or mountain dwarf
9	Tribesman (NPC party 10%)
10	Griffon or hippogriff
11	Orc or gnom
12	Hobgoblin or goblin
13	Wolf or worg
14	Bugbear or ogre
15	Aerial encounter
16	Ghoul, huecuva, or wight
17	Spider, large, or troll
18	Verbeeg or hill giant
19	DM Special
20	DM Special

Temperate Marsh or Swamp

2	Dragon, black
3	Behir
4	Toad or frog, poisonous
5	Toad or frog, giant
6	Lizard, giant
7	Muckdwellers or NPC party
8	Tribesman or merchant
9	Troglodyte
10	Bullywug
11	Hobgoblin or giant leech
12	Lizard man
13	Gnom or giant sundew
14	Snake, const. or poisonous
15	Ghoul or ghost
16	Troll or shambling mound
17	Will o'wisp
18	Hydra or yellow musk creeper
19	DM Special
20	DM Special

Temperate Mountain

2	Dragon, copper or red
3	Bear, cave, or hydra
4	Gnome or mountain dwarf
5	Bear, brown, or lyc., bear
6	Bugbear
7	Aerial encounter
8	Wolf or worg
9	Tribesman (NPC party 10%)
10	Badger, giant, or giant eagle
11	Giant, hill
12	Giant, stone or fomorian
13	Ogre or troll
14	Hobgoblin or orc
15	Ghoul or wight
16	Verbeeg or galeb duhr
17	Will o'wisp (sylph 10%)
18	Giant, frost or fire
19	DM Special
20	DM Special

Temperate Desert

2	Wyvern or dragon, blue
3	Dragon, brass or copper
4	Hydra or hydra, pyro-
5	Sandling
6	Lizard, giant
7	Horse, wild
8	Dog, wild
9	Nomad or NPC party
10	Nomad or dervish
11	Merchant
12	Lion
13	Goblin or hobgoblin
14	Wolf
15	Snake, poisonous or spitting
16	Spider, large, or ant lion
17	Aerial encounter
18	Pegasus or griffon
19	DM Special
20	DM Special

DM Special Table

DM should either choose a creature based on party level, or roll randomly. A special encounter can also be a natural hazard (storm, avalanche) or an encounter with a known NPC.

SPECIAL ENCOUNTERS: Cold or Temperate Regions

Die Roll Encounter	Die Roll Encounter	Die Roll Encounter	Die Roll Encounter
01 Aerial servant	29 Dragon, bronze	46 Hag, annis	73-80 Men, patrol
02-06 Bandit	30 Dragon, copper	47 Hag, green	81 Naga, guardian
07 Basilisk	31 Dragon, gold	48-49 Harpy	82 Naga, spirit
08 Basilisk, greater	32 Dragon, green	50 Hornet, giant	83-84 Owl, talking
09 Beholder/eye of the deep	33 Dragon, red	51-53 Imp	85 Pegasus
10-12 Berserker	34 Dragon, silver	54 Invisible stalker	86 Poltergeist
13-14 Brownie	35 Dragon, white	55 Kenku	87-88 Pseudodragon
15 Bulette	36 Dragonne	56 Ki-riin	89 Rakshasa
16-17 Chimera	37 Geniekind (djinn or jann)	57 Lannassu	90 Rot grub
18-19 Couatl	38 Geniekind (efreet or marid)	58 Lich	91 Rust monster
20-21 Displacer beast	39 Giant, cloud	59-60 Lyc., bear	92 Sphinx, andro-
22-23 Dog, blink	40 Giant, storm	61-62 Lyc., boar	93 Sphinx, gyno-
24 Doppelganger	41 Giant kin, firbolg	63 Lyc., fox	94-95 Spider, phase
25 Dracolisk	42 Gorgimera	64-65 Lyc., tiger	96 Tarrasque
26 Dragon, black	43 Gorgon	66-68 Lyc., rat	97-98 Wasp, giant
27 Dragon, blue	44 Grouning spirit	69-70 Lyc., wolf	99 Will o'wisp
28 Dragon, brass	45 Guardian	71-72 Manticore	00 Xorn

Including ruins (cities, temples, etc.) within 5 miles of the party. Monsters listed together are equally likely to occur unless otherwise specified. Monsters in *italic* type are 75% likely to be airborne when they are encountered. All wilderness ogre encounters are 10% likely to be with ogre magi. All wilderness gnom encounters are 10% likely to be with

blind, NPC parties in the wilderness will often be near to the adventuring group in number, level, and equipment. Otherwise the typical NPC party will be 7th to 10th level, with henchmen of approximately half (round up) character level. Such parties are 90% likely to be mounted (see NPC Parties).

Tropical Encounters

Tropical or Subtropical Plain or Scrub

2	Jackalwere
3	Scorpion, giant
4	Dog, wild, or wolf
5	Hyena or cheetah
6	Aerial encounter
7	Bandit (slaver)
8	Merchant
9	Herd animal
10	Herd animal
11	Elephant
12	Baboon
13	Tribesman or NPC party
14	Lion
15	Leopard or jackal
16	Snake, poisonous or spitting
17	Hyena
18	Ant, giant, or ant lion
19	DM Special
20	DM Special

Tropical or Subtropical Rough or Hill#

2	Rakshasa
3	Scorpion, giant, or ant lion
4	Mantrap
5	Boar, warthog, or elephant
6	Dog, wild, or wolf
7	Lizard, minotaur
8	Bandit (slaver) or mongrelmen
9	Merchant or NPC party
10	Baboon or carnivorous ape
11	Tribesman
12	Herd animal
13	Herd animal or lion
14	Hyena or jackal
15	Aerial encounter
16	Tiger or <i>hieracosphinx</i>
17	Lyc., tiger, or yuan-ti
18	Snake, spitting
19	DM Special
20	DM Special

Tropical or Subtropical Mountain

2	Pyrolisk
3	Cockatrice
4	Pilgrim or merchant
5	Herd animal
6	Herd animal
7	<i>Aarakocra</i>
8	Cyclopskin
9	Tribesman
10	Tiger or leopard
11	Dog, wild, or wolf
12	Medusa
13	Bandit (slaver)
14	Aerial encounter
15	Rakshasa or roc
16	Snake, poisonous
17	Yuan-ti or galeb duhr
18	<i>Manticore (slyph 10%)</i>
19	DM Special
20	DM Special

Tropical or Subtropical Forest

2	Scorpion, giant
3	Lyc., tiger, or couatl
4	Naga, spirit, or criosphinx
5	Stirge or giant centipede
6	Choke creeper or trillflower frond
7	Spider, huge or giant
8	Tribesman or bandit (slaver)
9	Tribesman or NPC party
10	Elephant or baboon
11	Tiger or lion
12	Ettercap or forest trapper
13	Snake, const. or poisonous
14	Jaguar or leopard
15	Herd animal
16	Ape, carn., or rhino beetle
17	Toad, giant or poisonous
18	Tasloi or yuan-ti
19	DM Special
20	DM Special

Tropical or Subtropical Marsh or Swamp

2	Tiger, sabre-tooth
3	Yuan-ti
4	Toad, giant or poisonous
5	Crocodile
6	Herd animal
7	Herd animal
8	Frog, giant or poisonous
9	Tribesman or NPC party
10	Lizard man
11	Bullywug
12	Snake, const. or poisonous
13	Centipede, giant or megal-
14	Leech, giant
15	Hydra or shambling mound
16	Lizard, giant, or muckdweller
17	Behir or minotaur lizard
18	Zombie, ju-ju
19	DM Special
20	DM Special

Tropical or Subtropical Desert

2	<i>Djinn</i> or <i>efreet</i>
3	Ant lion or sandling
4	Leopard or spirit naga
5	Camel, dromedary
6	Lion
7	Aerial encounter
8	Bandits (slavers)
9	NPC party or pilgrims
10	Nomad or dervish
11	Nomad or merchant
12	Jackal
13	Dog, wild or death
14	Snake, poisonous or spitting
15	Toad, giant or fire
16	Aerial encounter
17	Scorpion, huge or giant
18	<i>Dragonette</i> or <i>brass dragon</i>
19	DM Special
20	DM Special

Including ruins (cities, temples, etc.) within 5 miles of the party. Monsters listed together are equally likely to occur unless specified otherwise. Monsters in *italic* type are 75% likely to be airborne when encountered. All wilderness ogre encounters are 10% likely to be with ogre magi. All wilderness gnoll encounters are 10% likely to be with

blind, NPC parties in the wilderness will often be near to the adventuring group in number, level, and equipment. Otherwise the typical NPC party will be 7th to 10th level, with henchmen of approximately half (round up) character level. Such parties are 90% likely to be mounted (see NPC Party).

SPECIAL ENCOUNTERS: Warm or Tropical Regions

Die Roll	Encounter	Die Roll	Encounter	Die Roll	Encounter	Die Roll	Encounter
01	<i>Aerial servant</i>	28	<i>Dragon, copper</i>	43	Hag, annis	76-77	Mind flayer
02-05	Bandit (slaver)	29	<i>Dragon, gold</i>	44	Hag, green	78	Mold, russet (vegepygmy)
06	Basilisk	30	<i>Dragon, green</i>	45-46	Harpy	79	Naga, guardian
07	Basilisk, greater	31	<i>Dragon, red</i>	47	Hornet, giant	80	Naga, spirit
08	Beholder/eye of the deep	32	<i>Dragon, silver</i>	48-49	Imp	81-83	Owl, talking
09	Bulette	33	<i>Dragon, white</i>	50	Invisible stalker	84	Rakshasa
10-11	Chimera	34	<i>Dragonette</i>	51	Kenku	85	Rot grub
12-13	Couatl	35	Geniekind (<i>djinn</i> or <i>jann</i>)	52	Ki-rin	86	Rusi monster
14-15	Displacer beast	36	Geniekind (<i>efreet</i> or <i>marid</i>)	53-54	Lammasu (greater 10%)	87	Sphinx, andro-
16-21	Dog, blink	37	Giant, cloud	55	Lich	88	Sphinx, gyno-
22	Doppelganger	38	Giant, storm	56-57	Lyc., tiger	89	Spider, phase
23	Dracolisk	39	Gorgimera	58-61	Lyc., rat	90	Tarrasque
24	<i>Dragon, black</i>	40	Gorgon	62-63	<i>Manticore</i>	91-92	<i>Wasp, giant</i>
25	<i>Dragon, blue</i>	41	Groaning spirit	64-65	Medusa, greater	93-94	Yuan-ti
26	<i>Dragon, brass</i>	42	Guardian	66-74	Men, patrol	95-00	Zombie, ju-ju
27	<i>Dragon, bronze</i>			75	Men, lost civilization		

Special & Arctic Encounters

Inhabited or Patrolled Areas

- 2 Wilderness Table
- 3 Wilderness Table
- 4 Patrol
- 5 Patrol or NPC party
- 6 Pilgrim or traveler
- 7 Freeman or peasant
- 8 Freeman or peasant
- 9 Patrol
- 10 Patrol or wolf
- 11 Merchant
- 12 Merchant
- 13 Bandit
- 14 Herd animal
- 15 Orc or raider
- 16 Bear, black or gnoll
- 17 Boar, wild or berserker
- 18 Ogre
- 19 DM Special
- 20 DM Special

Sylvan Setting

- 2 Elf, grey
- 3 Dryad or swanmay
- 4 Sprite or pixie
- 5 Bear, brown or giant boar
- 6 Brownie or leprechaun
- 7 Pegasus or unicorn
- 8 Korred or leopard
- 9 Ogre or minotaur
- 10 Pilgrim or tribesman
- 11 Centaur or elf, wood
- 12 Satyr or wolf
- 13 Badger, giant, or giant weasel
- 14 Bandit or small mammal
- 15 Troll or lion
- 16 Ettin or ettercap
- 17 Manticore or basilisk
- 18 Chimera or harpy
- 19 DM Special
- 20 DM Special

Aerial Encounters

- 2 Gorgimera
- 3 Dragonne
- 4 Pegasus
- 5 Lammasu or couatl
- 6 Hawk, blood or giant wasp
- 7 Owl, giant or giant hornet
- 8 Eagle, giant or hippogriff
- 9 Eagle or griffon
- 10 Hawk, large or small
- 11 Common bird or bat
- 12 Common bird or owl
- 13 Harpy or gargoyle
- 14 Manticore or urd
- 15 Aarakocra or margoyle
- 16 Ogre mage or wyvern
- 17 Chimera
- 18 Ki-riin or roc
- 19 DM Special
- 20 DM Special

Bats are usually encountered only at night. Owls are usually encountered only at night or in forests.

Common bird: These are normal avians such as wild ducks, parrots, ravens, seagulls, sparrows, swans, and so on.

Special aerial encounters could include dragons, geniekind, invisible stalkers, sphinxes, aerial servants, air elementals and so on. Other special encounters are missile fire from the ground or special aerial patrols (e.g., elven knights mounted on hippogriffs).

Including ruins (cities, temples, etc.) within 5 miles of the party. Monsters listed together are equally likely to occur unless specified otherwise. Monsters in *italic* type are 75% likely to be airborne when encountered. All wilderness ogre encounters are 10% likely to be with ogre magi. All wilderness gnoll encounters are 10% likely to be with flind. NPC parties in the wilderness will often be near to the adventuring group in number, level, and equipment. Otherwise the typical NPC party will be 7th to 10th level, with henchmen of approximately half (round up) character level. Such parties are 90% likely to be mounted (see NPC Parties).

Arctic (all terrain)

- 2 Pudding, white
- 3 *Dragon, white*
- 4 Remorhaz
- 5 *Owl, giant*
- 6 Snake, constrictor
- 7 Herd animal
- 8 Herd animal
- 9 Herd animal
- 10 Tribesman
- 11 Bear, polar
- 12 Blizzard or unsafe ice
- 13 Wolf
- 14 Giant, frost
- 15 Yeti
- 16 Toad, ice
- 17 Wolf, winter
- 18 Wolf, winter
- 19 DM Special
- 20 DM Special

Subarctic Plain or Scrub

- 2 *Dragon, white*
- 3 Snake, poisonous
- 4 Mammoth or mastodon
- 5 Bear, brown
- 6 Berserker or NPC party
- 7 Tribesman
- 8 Tribesman
- 9 Herd animal
- 10 Herd animal
- 11 Oliphant
- 12 Wolf
- 13 Ogre
- 14 Tiger
- 15 Giant, frost, or Lyc., bear
- 16 Gnoll
- 17 *Owl, giant*, or giant boar
- 18 Remorhaz
- 19 DM Special
- 20 DM Special

Subarctic Rough or Hills#

- 2 *Dragon, white*
- 3 Remorhaz
- 4 Bear, brown
- 5 Gnoll
- 6 *Owl, giant*, or giant rat
- 7 Bear, cave
- 8 Tribesman or NPC party
- 9 Verbeeg
- 10 Tiger
- 11 Wolf
- 12 Wolf
- 13 Herd animal
- 14 Herd animal
- 15 Troll
- 16 Giant, frost
- 17 Wolf, winter
- 18 Hydra, cryo-
- 19 DM Special
- 20 DM Special

Subarctic Forest

- 2 Treant or obliuiax
- 3 Ogre mage
- 4 Bear, cave
- 5 Rat, giant
- 6 Berserker or NPC party
- 7 Tribesman
- 8 Weasel, giant, or giant wolverine
- 9 Herd animal
- 10 Oliphant
- 11 Bear, brown
- 12 Lynx, giant, or tiger
- 13 Wolf
- 14 Ogre or troll
- 15 Lyc., boar, or giant boar
- 16 *Owl, giant*, or Lyc., fox
- 17 Giant, frost
- 18 Troll, 2-headed
- 19 DM Special
- 20 DM Special

Subarctic Mountains

- 2 Gnome or mountain dwarf
- 3 *Dragon, white*
- 4 Hell hound or *sylph*
- 5 Tribesman or NPC party
- 6 Gnoll
- 7 Verbeeg
- 8 Bear, cave
- 9 Herd animal
- 10 *Owl, giant*, or galeb duhr
- 11 Wolf
- 12 Ogre or ogre mage
- 13 Troll or 2-headed troll
- 14 Giant, frost
- 15 Wolf, winter
- 16 Remorhaz
- 17 Yeti
- 18 Lion, spotted
- 19 DM Special
- 20 DM Special

Subarctic Marsh or Swamp

- 2 *Dragon, white*
- 3 *Dragon, white*
- 4 Wolf, winter
- 5 Oliphant
- 6 Rat, giant
- 7 Wolf
- 8 *Owl, giant*
- 9 Gnoll
- 10 Gnoll or flind
- 11 Herd animal
- 12 Herd animal
- 13 Tribesman
- 14 Troll or ogre mage
- 15 Troll, 2-headed, or ettin
- 16 Hydra, cryo-
- 17 Toad, ice
- 18 Toad, ice
- 19 DM Special
- 20 DM Special

Salt Water Encounters

Cold Water Surface

- 2 Dragon turtle
- 3 Sea lion
- 4 Selkie
- 5 Scrag
- 6 Depths encounter
- 7 Warship or fisherman
- 8 Narwhal
- 9 Merchant
- 10 Shark
- 11 Whale
- 12 Pirate or killer whale
- 13 Hazard (ice)
- 14 Dolphin
- 15 Aerial encounter
- 16 Ghost ship
- 17 Will o'wisp
- 18 Seawolf, greater
- 19 DM Special
- 20 DM Special

Cold Water Depths

- 2 Kraken
- 3 Urchin, black or green
- 4 Seawolf, lesser
- 5 Lobster, giant (crayfish)
- 6 Snake, giant sea
- 7 Dolphin
- 8 Mermen
- 9 Quipper, giant, or giant crab
- 10 Whale or octopus
- 11 Whale or fish school
- 12 Fish school
- 13 Shark
- 14 Sea lion
- 15 Kapoacanth
- 16 Squid, giant
- 17 Shark, giant
- 18 Sunken ship
- 19 DM Special
- 20 DM Special

Temperate Water Surface

- 2 Dragon turtle
- 3 Ghost ship
- 4 Otter, sea
- 5 Otter, sea
- 6 Depths encounter
- 7 Pirate ship
- 8 Sea lion
- 9 Eel, giant
- 10 Shark
- 11 Merchant
- 12 Whale
- 13 Dolphin
- 14 Warship or fisherman
- 15 Aerial encounter
- 16 Will o'wisp or seaweed
- 17 Seaweed (strangleweed 10%)
- 18 Seawolf, greater
- 19 DM Special
- 20 DM Special

Temperate Water Depths

- 2 Kraken
- 3 Narwhal
- 4 Urchin, black
- 5 Lamprey, giant
- 6 Sahuagin
- 7 Sea lion or hippocampus
- 8 Koalinh
- 9 Fish school
- 10 Fish school
- 11 Shark
- 12 Whale
- 13 Eel, giant
- 14 Dolphin
- 15 Mermen
- 16 Shark, giant
- 17 Squid, giant
- 18 Seawolf, lesser
- 19 DM Special
- 20 DM Special

Tropical Water Surface

- 2 Ghost ship
- 3 Strangleweed
- 4 Pirates, small boats
- 5 Pirates, warship
- 6 Depths encounter
- 7 Shark, giant
- 8 Crocodile, giant
- 9 Seaweed
- 10 Whale
- 11 Merchant
- 12 Fisherman
- 13 Shark
- 14 Barracuda
- 15 Aerial encounter
- 16 Warship
- 17 Seawolf, greater
- 18 Triton
- 19 DM Special
- 20 DM Special

Tropical Water Depths

- 2 Urchin, yellow or silver
- 3 Urchin, green or red
- 4 Snake, poisonous
- 5 Crocodile, giant
- 6 Ray, sting or pungi
- 7 Octopus or manta ray
- 8 Sahuagin
- 9 Seaweed (strangleweed 10%)
- 10 Fish school
- 11 Fish school
- 12 Shark
- 13 Eel, giant, or locathah
- 14 Barracuda
- 15 Hippocampus or triton
- 16 Kapoacanth or lacedon
- 17 Snake, sea or giant slug
- 18 Ray, ixitxachitl
- 19 DM Special
- 20 DM Special

Aerial or Depths Encounters: Roll on the appropriate table. If the encounter is not suitable, then none occurs.

Surface Encounters: Unintelligent monsters are 75% likely to be driven off by flaming oil nearby, 90% if actually burned by it. Large amounts of food thrown overboard are 50% likely to end such an encounter.

Fish School: This is a large group of one type of fish, the aquatic version of herd animals. They usually do not attack unless commanded by magical means. If panicked, they might mill about, obstructing vision and movement. If large enough, they might cause buffeting damage (1-2 to 1-8, depending on size).

Ghost Ship: This is a lost ship manned by undead. Although it can be seen at any time, it usually attacks only at night, when its masters are at full power. Roll percentile dice once for the crew and once for their leaders. *Crew:* 01-40 = 10-40 skeletons; 41-80 = 10-40 zombies; 81-00 = 10-20 ju-ju zombies. *Leaders:* 01-30 = 1-4 wights; 31-60 = 1-3 wraiths; 61-80 = 1-2 spectres; 81-95 = 1-2 ghosts; 96-00 = 1 lich.

Hazard (ice): This can be a single huge ice mountain or 10-20 smaller, grinding floes. Hard contact with ice reduces seaworthiness by 5% and is 10% likely to require a seaworthiness check to avoid sinking.

Seaweed: This includes both floating masses of weed and beds on the bottom. The former slows ships by 50%. The latter are 30-300' high and reduce vision to 10 feet. Both provide a 40% chance for another encounter if moved through or investigated.

Sunken Ship: This is a victim of a storm, ice, or hostile action. Sometimes these have their original cargo, and may be inhabited. Roll percentile dice: 01-10 = Has merchant treasure (see Men, merchant); 11-20 = No treasure; 21-60 = 2-24 lacedons (original crew); 61-00 = Monster (roll on appropriate encounter table).

Special Encounters: These can include morkoth, mottled worms, shipwreck survivors, an eye of the deep, sudden storms, seaweed that allows underwater breathing when eaten, giant clams, aquatic versions of carnivorous plants, storm giants, and so on.

Aquatic Monster Summoning, Salt Water

Monster Summoning I

- 1 Barracuda (1 HD)
- 2 Lamprey, common
- 3 Merman
- 4 Otter, sea
- 5 Piranha (3d4 appear)
- 6 Urchin, black

Monster Summoning II

- 1 Barracuda (2 HD)
- 2 Dolphin
- 3 Locathah
- 4 Ray, ixitxachitl
- 5 Ray, sting
- 6 Sea horse
- 7 Seawolf, lesser
- 8 Urchin, green

Monster Summoning III

- 1 Barracuda (3 HD)
- 2 Crab, giant
- 3 Lacedon (ghoul)
- 4 Sahuagin
- 5 Selkie
- 6 Urchin, red

Monster Summoning IV

- 1 Hippocampus
- 2 Kapoacanth (gargoyle)
- 3 Lobster, giant (crayfish)
- 4 Merrow, ogre
- 5 Otter, giant
- 6 Shark (3-5 HD)
- 7 Triton
- 8 Urchin, yellow

Monster Summoning V

- 1 Crocodile, giant
- 2 Lamprey, sea
- 3 Scrag (troll)
- 4 Sea lion
- 6 Shark (5-6 HD)
- 7 Spider, giant marine
- 8 Water weird
- 9 Urchin, silver
- 0 Roll again with 1d8

* This creature has a 10% chance to become free-willed for the duration of the spell if ordered to act against its nature or inclinations.

Monster Summoning VI

- 1 Eel, marine
- 2 Narwhal
- 3 Octopus
- 4 Seawolf, greater
- 5 Shark (7-8 HD)
- 6 Snake, giant sea (8 HD)

Monster Summoning VII

- 1 Ray, manta
- 2 Slug, giant sea
- 3 Snake, giant sea (10 HD)
- 4 Squid, giant

Monster Summoning VIII

- 1 Eye of the deep
- 2 Dragon turtle (12 HD)
- 3 Kraken*
- 4 Shark, giant
- 5 Vodyanoi (16 HD)*
- 6 Whale, killer
- 7 Whale, small herbivore (12 HD)
- 8 Worm, mottled (purple)

Fresh Water Encounters

Cold Water Surface

- 2 Dragon turtle
- 3 Greenhag
- 4 Otter, giant
- 5 Lacedon
- 6 Depths encounter
- 7 Swan (swanmay 10%)
- 8 Pirate
- 9 Land encounter
- 10 Hazard (navigational)
- 11 Fisherman or trapper
- 12 Merchant
- 13 Otter or beaver
- 14 Aerial encounter
- 15 Nixie
- 16 Merrow, ogre
- 17 Scrag
- 18 Naga, water
- 19 DM Special
- 20 DM Special

Cold Water Depths

- 2 Morkoth
- 3 Otter, giant
- 4 Quipper, common or giant
- 5 Vodyanoi
- 6 Lacedon or kapoacanth
- 7 Koalinh
- 8 Crayfish, giant
- 9 Crab, giant
- 10 Fish school
- 11 Fish school
- 12 Nixie or giant pike
- 13 Nixie or giant gar
- 14 Octopus
- 15 Merrow, ogre
- 16 Lamprey or marine eel
- 17 Snake, giant sea
- 18 Sunken ship
- 19 DM Special
- 20 DM Special

Temperate Water Surface

- 2 Crayfish, giant
- 3 Nymph
- 4 Otter, giant
- 5 Lizard man
- 6 Depths encounter
- 7 Swan (swanmay 10%)
- 8 Merrow, ogre
- 9 Land encounter
- 10 Frog, giant, or giant leech
- 11 Hazard (navigational)
- 12 Otter
- 13 Fisherman or merchant
- 14 Aerial encounter
- 15 Pirate or warship
- 16 Beetle, giant water
- 17 Lacedon
- 18 Scrag or sea hag
- 19 DM Special
- 20 DM Special

Temperate Water Depths

- 2 Dragon turtle
- 3 Nymph
- 4 Otter
- 5 Catfish or leech, giant
- 6 Kapoacanth or lamprey
- 7 Lizard man
- 8 Koalinh
- 9 Beetle, giant water
- 10 Spider, giant water
- 11 Fish school
- 12 Pike, giant
- 13 Crayfish, giant
- 14 Quipper, giant
- 15 Nixie
- 16 Gar, giant
- 17 Octopus or giant lamprey
- 18 Lacedon
- 19 DM Special
- 20 DM Special

Tropical Water Surface

- 2 Crystal ooze
- 3 Kelpie
- 4 Nymph
- 5 Eel, electric
- 6 Depths encounter
- 7 Snake, giant const.
- 8 Pirate, small boats
- 9 Crocodile
- 10 Hazard (navigational)
- 11 Fisherman or merchant
- 12 Piranha
- 13 Frog, giant or poisonous
- 14 Aerial encounter
- 15 Seaweed
- 16 Seaweed (choke creeper)
- 17 Frog, killer
- 18 Naga, water
- 19 DM Special
- 20 DM Special

Tropical Water Depths

- 2 Vodyanoi
- 3 Eel, weed
- 4 Kelpie
- 5 Beetle, giant water
- 6 Spider, giant water
- 7 Snake, giant const.
- 8 Seaweed or strangeweed
- 9 Crab or crayfish, giant
- 10 Octopus
- 11 Piranha, giant
- 12 Fish school
- 13 Eel, giant
- 14 Lizard man
- 15 Nixie
- 16 Kapoacanth
- 17 Bunyip or water naga
- 18 Snake, giant sea
- 19 DM Special
- 20 DM Special

Aerial, Land, or Depths Encounters: Roll on the appropriate table. If the encounter is not suitable, then none occurs.

Surface Encounters: Unintelligent monsters are 75% likely to be driven off by flaming oil nearby, 90% if actually burned by it. Large amounts of food thrown overboard are 50% likely to end such an encounter.

Fish School: This is a large group of one type of fish, the aquatic version of herd animals. They usually do not attack, unless commanded by magical means. If panicked they might mill about, obstructing vision and movement. If large enough, they might cause buffeting damage (1-2 to 1-8, depending on size).

Ghost Ship: This is a lost ship manned by undead. Although it can be seen at any time, it will usually attack only at night, when its masters are at full power. Roll percentile dice once for the crew and once for their leaders. Crew: 01-40 = 10-40 skeletons; 41-80 = 10-40 zombies; 81-00 = 10-20 juju zombies. Leaders: 01-30 = 1-4 wights; 31-60 = 1-3 wraiths; 61-80 = 1-2 spectres; 81-95 = 1-2 ghosts; 96-00 = 1 lich.

Hazard (navigational): This can ground or damage a vessel that does not have aboard a pilot familiar with the waters. Such hazards as sandbars and submerged logs often change position.

Seaweed: This includes both floating masses of weed and beds on the bottom. The former slows ships by 50%. The latter are 30-300' high and reduce vision to 10 feet. Both provide a 40% chance for another encounter if moved through or investigated.

Special Encounters: These can include morkoth, mottled worms, shipwreck survivors, an eye of the deep, pearl beds, sudden storms, seaweed that allows underwater breathing when eaten, giant clams, aquatic versions of carnivorous plants, storm giants, and so on.

Aquatic Monster Summoning, Fresh Water

Monster Summoning I

- 1 Frog, giant (1 HD)
- 2 Koalinh (hobgoblin)
- 3 Lamprey, common
- 4 Nixie (3d4 appear)
- 5 Otter, common
- 6 Piranha (3d4 appear)

Monster Summoning II

- 1 Eel, electric
- 2 Frog, giant (2 HD)
- 3 Kuo-toa
- 4 Leech, giant (2 HD)
- 5 Lizard man
- 6 Piranha, giant

Monster Summoning III

- 1 Crab, giant
- 2 Crocodile, common
- 3 Frog, giant (3 HD)
- 4 Lacedon (ghoul)

Monster Summoning IV

- 1 Beetle, giant water
- 2 Crayfish, giant
- 3 Kapoacanth (gargoyle)
- 4 Kelpie
- 5 Merrow, ogre, ogre
- 6 Otter, giant
- 7 Pike, giant
- 8 Spider, giant water

Monster Summoning V

- 1 Crocodile, giant
- 2 Eel, giant electric
- 3 Scrag (troll)
- 4 Water weird

Monster Summoning VI

- 1 Eel, marine
- 2 Gar, giant
- 3 Octopus
- 4 Seawolf, greater
- 5 Snake, giant sea (8 HD)
- 6 Vodyanoi (8 HD)

Monster Summoning VII

- 1 Catfish, giant
- 2 Greenhag
- 3 Naga, water
- 4 Snake, giant sea (10 HD)

Monster Summoning VIII

- 1 Slug, giant sea
- 2 Dragon turtle (12 HD)
- 3 Kuo-loan monitor
- 4 Worm, mottled (purple)

Special Encounters

Border Ethereal Encounters

- 2 Elemental, water
- 3 Elemental, fire
- 4 Elemental, air
- 5 Elemental, earth
- 6 Salamander
- 7 Ghost or groaning spirit
- 8 Cockatrice* or couatl
- 9 Human traveler**
- 10 Djinn or efreet
- 11 Basilisk* or ki-rin
- 12 Gorgon* or lammasu
- 13 Medusa* or spider, phase
- 14 Invisible stalker
- 15 Xorn
- 16 Jann or marid
- 17 Aerial servant
- 18 Ethereal cyclone***
- 19 DM Special
- 20 DM Special

* The perceptions and special attack form of this creature extend into the border Ethereal plane. The creature itself is on the Prime Material; if a Prime Material encounter is not possible, the encounter is ignored.

** The NPC party section is used with the following modifications: party size is 1-6 with no class restrictions. One priest will always be present, and at least one wizard if party size is two or more. Levels are:

Priest	9th-18th	Wizard	11th-20th
Warrior	8th-15th	Rogue	8th-17th

*** An ethereal cyclone requires a saving throw vs. spell. All those who fail are blown to a single random location: on the Prime Material (80%), on an inner plane (15%), or to an unknown location until rescued or otherwise able to reach the Prime Material (5%). A more detailed treatment can be found in the *Manual of the Planes*.

Unusual fungi have a special property assigned by the DM, such as being exceptionally nourishing, giving off light, curing damage or disease, neutralizing poison, causing strength or weakness if eaten, repelling certain creatures, etc. DM specials might include trained hunting spiders, pack lizard trains, ochre jellies of twice normal size, etc.

Underdark Encounters

- 2 Mold, russet
- 3 Phycomid or ascomid
- 4 Trapper or purple worm
- 5 Mold, brown, or violet fungus
- 6 Xorn
- 7 Myconid or lurker above
- 8 Roper or neo-otyugh
- 9 Otyugh or tunnel worm
- 10 Jermlaine or osquip
- 11 Shrieker or unusual fungus
- 12 Troglodyte or kuo-toa
- 13 Mold, yellow, or giant slug
- 14 Drow or duergar
- 15 Drow or drider
- 16 Umber hulk or slithering tracker
- 17 Aboleth or mind flayer
- 18 Beholder or gas spore
- 19 DM Special
- 20 DM Special

DUNGEON MONSTER RANDOM LEVEL MATRIX

Equivalent Dungeon Level

Monster Level Table Consulted

	I	II	III	IV	V	VI	VII	VIII	IX	X
1st	1-16	17-19	20							
2nd-3rd	1-12	13-16	17-18	19	20					
4th	1-5	6-10	11-16	17-18	19	20				
5th	1-3	4-6	7-12	13-15	17-18	19	20			
6th	1-2	3-4	5-6	7-12	13-16	17-18	19	20		
7th	1	2-3	4-5	6-10	11-14	15-16	17-18	19	20	
8th	1	2	3-4	5-7	8-10	11-14	15-16	17-18	19	20
9th	1	2	3	4-5	6-8	9-12	13-15	16-17	18-19	20
10th-11th	1	2	3	4	5-6	7-9	10-12	13-16	17-19	20
12th-13th	1	2	3	4	5	6-7	8-9	10-12	13-18	19-20
14th-15th	1	2	3	4	5	6	7-8	9-11	12-17	18-20
16th & down	1	2	3	4	5	6	7	8-10	11-16	17-20

Procedure: To determine the monster table used for the encounter, cross-reference the roll of 1d20 with the equivalent dungeon level. Then roll 2d10 on the indicated table to determine the monster appearing. If multiple monsters are given, pick one or roll randomly.

If monster level is lower than dungeon level, increase the number encountered. If the monster level is greater than the dungeon level, reduce the number encountered (at least one will be encountered).

NPCs are adjusted by character level rather than by number (see NPC Parties).

Intelligent monsters on Tables IX and X will have minions instead of greater numbers. On lesser levels minions will be fewer and/or less powerful.

Dungeon Level I

- 2 Badger, giant
- 3 Gnome or elf
- 4 Dwarf or halfling
- 5 Beetle, fire
- 6 Berserker
- 7 NPC party
- 8 Bat, common or large
- 9 Rat, common or giant
- 10 Bandit
- 11 Kobold
- 12 Goblin
- 13 Orc
- 14 Hobgoblin
- 15 Bullywug
- 16 Shrieker
- 17 Skeleton
- 18 Skeleton
- 19 DM Special
- 20 DM Special

Dungeon Level II

- 2 Mudmen
- 3 Rot grub or killer frog
- 4 Frog, giant or poisonous
- 5 Toad, giant
- 6 Mongrelmen
- 7 NPC party
- 8 Stirge
- 9 Rat, giant
- 10 Spider, large
- 11 Lizard man
- 12 Gnoll (blind 10%)
- 13 Troglodyte
- 14 Beetle, bombardier
- 15 Centipede, large or giant
- 16 Ankheg (3-4 HD)
- 17 Zombie
- 18 Zombie
- 19 DM Special
- 20 DM Special

Dungeon Level III

- 2 Fungi, violet
- 3 Dog, death
- 4 Weasel, giant, or sandling
- 5 Ochre jelly
- 6 Beetle, boring
- 7 Bugbear
- 8 Bat, huge (mobat)
- 9 NPC party
- 10 Lizard, giant
- 11 Snake, constrictor
- 12 Gelatinous cube
- 13 Orc, orog
- 14 Spider, huge
- 15 Centipede, megalomorph
- 16 Lyc., rat
- 17 Ghoul
- 18 Ankheg (5-6 HD)
- 19 DM Special
- 20 DM Special

Dungeon Level VI

- 2 Pyrolisk
- 3 Drider
- 4 Ogre mage
- 5 Medusa
- 6 Basilisk
- 7 Hydra, 7-9 heads
- 8 Carrion crawler or otyugh
- 9 NPC party
- 10 Lizard, minotaur
- 11 Manticores
- 12 Troll
- 13 Slime, green, or yellow mold
- 14 Scorpion, giant, or brown mold
- 15 Spider, phase
- 16 Wyvern
- 17 Wight or wraith
- 18 Wight or wraith
- 19 DM Special
- 20 DM Special

Dungeon Level IX

- 2 Hydra, 17-20 heads
- 3 Hydra, 12 heads (pyro- or cryo-)
- 4 Elemental, earth (12 HD)
- 5 Bulette
- 6 Worm, purple
- 7 Kinn
- 8 Slug, giant
- 9 NPC party
- 10 Golem, stone
- 11 Xorn
- 12 Umber hulk
- 13 Giant, storm
- 14 Rust monster
- 15 Dragon, black (ancient)
- 16 Gorgon
- 17 Vampire, cleric 7-10th level
- 18 Rakshasa, rajah
- 19 DM Special
- 20 DM Special

Dungeon Level IX

- 2 Ankheg (7-8 HD)
- 3 Hydra, 5-6 heads (pyro- or cryo-)
- 4 Toad, fire or poisonous
- 5 Lyc., wolf, or ettercap
- 6 Hydra, 5-6 heads
- 7 Ape or hell hound
- 8 Owlbear or rust monster
- 9 NPC party
- 10 Snake, giant constrictor
- 11 Dog, blink
- 12 Ogre
- 13 Ooze, gray
- 14 Scorpion, giant
- 15 Gargoyle
- 16 Shadow
- 17 Ghast
- 18 Huecova
- 19 DM Special
- 20 DM Special

Dungeon Level VII

- 2 Ettree or flesh golem
- 3 Djinn or invisible stalker
- 4 Hydra, 7-9 heads (pyro- or cryo-)
- 5 Behir or greater basilisk
- 6 Neo-otyugh or mimic
- 7 Will o'wisp
- 8 Chimera or gorgon
- 9 NPC party
- 10 Pudding, black
- 11 Lizard, fire, or tunnel worm
- 12 Hydra, 10-12 heads
- 13 Giant, hill, or shambling mound
- 14 Troll, 2-headed or ettin
- 15 Giant, stone, or roper
- 16 Umber hulk or spirit naga
- 17 Mummy
- 18 Spectre
- 19 DM Special
- 20 DM Special

Dungeon Level X

- 2 Slithering tracker
- 3 Imp or quasit
- 4 Hydra, 6 heads (pyro- or cryo-)
- 5 Shrieker or yellow mold
- 6 Displacer beast or leucrotta
- 7 Cockatrice
- 8 Hydra, 7 heads
- 9 NPC party
- 10 Lizard, subterranean
- 11 Lizard, subterranean
- 12 Minotaur
- 13 Snake or spider, giant
- 14 Rust monster
- 15 Verbeeg or margoylie
- 16 Doppelganger
- 17 Shadow or ju ju zombie
- 18 Lyc. boar
- 19 DM Special
- 20 DM Special

Dungeon Level VIII

- 2 Hydra, vermaen
- 3 Golem, clay
- 4 Trapper or lurker above
- 5 Hydra, 12 heads (pyro- or cryo-)
- 6 Gorgimera or dracolisk
- 7 Slug, giant or purple worm
- 8 Vampire
- 9 NPC party
- 10 Hydra, 13-16 heads
- 11 Giant, frost
- 12 Will o'wisp
- 13 Rust monster
- 14 Cuauatl or guardian naga
- 15 Giant, fire
- 16 Pudding, dun or brown
- 17 Medusa, greater
- 18 Ghost or ruhk (rakshasa)
- 19 DM Special
- 20 DM Special

Dungeon Level X

- 2 Demilich
- 3 Lurker above
- 4 Elemental, earth (16 HD)
- 5 Rakshasa, maharajah
- 6 Dragon, red (ancient)
- 7 Dragon, blue (ancient)
- 8 Lich
- 9 Golem, iron
- 10 NO ENCOUNTER
- 11 NO ENCOUNTER
- 12 Beholder
- 13 NPC party
- 14 Slug, giant
- 15 Gas spore
- 16 Vampire, mage 9-12th level
- 17 Vampire, mage 9-12th level
- 18 Tarrasque
- 19 DM Special
- 20 DM Special

NPC Parties

To avoid delays create NPC parties before play. The tables allow such parties to be set up quickly and impartially and the DM is encouraged to make any changes that will enhance play. The tables should be considered a starting point.

A typical NPC party has 2-12 members - 2-5 major characters and the rest henchmen or men-at-arms.

Characters: The Character Subtable provides a typical party structure by limiting number and classes of the NPC characters encountered. Determine character race, 20% demihuman and demihuman multiclasses on the Racial Subtable (multiclass results can exceed the Character Subtable limits).

Character Level and Equipment: These will usually be comparable to those of the player characters, but NPC level will rarely exceed 12th. Arms, armor, and equipment will be typical of a 1st level warrior would have scale or chain armor and minimal gear. At 2nd level, banded or plate mail is typical, weapons profuse and equipment complete (much oil, holy water, mirrors, etc.). NPC magic will be used if a fight breaks out. Note that if the NPCs are defeated their magical items will enter your campaign.

Character spells: These are selected by the DM according to those most suited to the NPC party. Wizards are subject to the limits of spells known. Henchmen spellcasters are treated likewise.

Henchmen: The major NPCs will have a total of 2-5 henchmen, up to the party size, with any remainder men-at-arms. If the encounter is below the 3rd dungeon level, all those with the major NPCs will be henchmen.

Henchman class and race is determined as for the major characters. Major NPCs are assigned henchmen in order of Charisma, allowing for compatibility (e.g., a paladin would not follow a thief, nor would a ranger below 8th level have henchmen). A henchman's level is one-third of that of his master (round up or down). If the master's level is above 8th, the henchman has 1 additional level per 3 full levels of the master. Thus, a 5th level mage would have a 2nd level henchman while an 11th level mage would have a 5th level henchman (4 + 1). Henchmen are armed much as major NPCs, though they are not as heavily ar-

mored. Their magic is assigned as for major NPCs, but is usually less powerful.

Men at Arms: Little details are needed for these other than hit points. They often have poor armor and few weapons, for example studded leather, crossbow and dagger, or (at best) scale mail, shield, spear, long sword, and backpack. They are seldom found underground below the 3rd dungeon level.

Character Subtable

Dice Score	Character Type*	Maximum Number in Party
01-17	Cleric	3
18-20	Druid	2
21-60	Fighter	5
61-62	Paladin	2
63-65	Ranger	2
66-86	Wizard	3
87-88	Specialist	1
89-98	Thief	4
99-00	Barbarian	1

* Typically 20% of these will be non-human

Race Subtable

Dice Score	Race	% of Multiclass
01-30	Dwarf*	15%
31-55	Elf	85%**
56-65	Gnome*	25%
66-90	Half-Elf*	85%**
91-00	Halfing*	10%

* In an evenly aligned party, these will be half-orcs (elves will be renegade dwarves). The chance for a multiclass half-orc is 50% fighter-thief (01-33), fighter-cleric (34-45), or cleric thief (46-50).

** If the roll for multiclass is 01-20, the character is ripe-classed.

Multiclass levels: For two classes, subtract 1 level, for three classes, subtract 2 levels. Adjust each class downward to the racial maximum if applicable.

Magic Items for NPC Parties

Level	Chance/No. of Items/Table
1st	10% / 1 / I
2nd	20% / 2 / I
3rd	30% / 2 / I
	10% / 1 / II
4th	40% / 2 / I
	20% / 1 / II
5th	50% / 2 / I
	30% / 1 / II
6th	60% / 3 / I
	40% / 2 / II
7th	70% / 3 / I
	50% / 2 / II
	10% / 1 / III
8th	80% / 3 / I
	60% / 2 / II
	20% / 1 / III
9th	90% / 3 / I
	70% / 2 / II
	30% / 1 / III
10th	* / 3 / I
	80% / 2 / II
	40% / 1 / III
11th	* / 3 / I
	90% / 2 / II
	50% / 1 / III
	10% / 1 / IV
12th	* / 3 / I
	* / 2 / II
	60% / 1 / III
13th +	20% / 1 / IV
	* / 3 / I
	* / 2 / II
	* / 1 / III
	60% / 1 / IV

* Automatically has this with no roll needed. Use random determination only when any general magical item would be suitable to the individual. Note that some items are in groups or multiples.

Magical Items for Character Encounters

TABLE I

Die	Item (d20)
1	2 Potions: flying, healing
2	2 Potions: extra-healing
	polymorph (self)
3	2 Potions: fire resistance
	speed
4	2 Potions: healing
	hill giant strength
5	2 Potions: heroism
	invulnerability
6	2 Potions: human control,
	levitation
7	2 Potions: animal control
	diminution
8	1 Scroll: 1 spell, level 1-6
9	1 Scroll: 2 spells, level 1-4
10	1 Scroll: protection from
	magic
11	1 Ring: mammal control
12	1 Ring: protection +1
13	1 Armor: leather +1
14	1 Shield +1
15	1 Sword: +1 (no special
	abilities)
16	10 Arrows: +1
17	4 Bolts: +1
18	1 Dagger: +1
19	1 Javelin: +2
20	1 Mace: +1

TABLE II

Die	Item (d20)
1	2 Potions: oil of ethereality,
	superheroism
2	2 Potions: ESP, gaseous form
3	1 Scroll: 3 Spells, level 2-9 or
	2-7
4	2 Rings: fire resistance
	invisibility
5	1 Ring: protection +2
6	1 Staff: striking
7	1 Wand: magic missiles
8	1 Wand: wonder
9	1 Bracers of defense AC 4
10	1 Brooch of shielding
11	1 Cloak of elvenkind
12	1 Dust of appearance
13	1 Figurine: serpentine owl
14	3 Javelins of lightning
15	1 Jar: Keoghtom's ointment
16	1 Robe of useful items
17	1 Set: chain mail +1 shield
	+2
18	1 Set: chain mail +3
19	1 Sword: +2 (or +1 with
	abilities*)
20	2 Weapons: crossbow of
	speed, hammer +1

TABLE III

Die	Item (d20)
1	1 Ring: spell storing
2	1 Ring: mind shielding
3	1 Rod: cancellation
4	1 Staff: command
5	1 Wand: fear
6	1 Wand: negation
7	1 Bag of tricks
8	1 Boots of speed
9	1 Boots of striding and
	springing
10	1 Cloak of displacement
11	1 Necklace of missiles
12	1 Pipes of the sewers
13	1 Rope of climbing
14	1 Rope of entanglement
15	1 Scarab of protection
16	1 Set: plate mail +2, shield
	+3
17	1 Shield +5
18	1 Sword: +3 (or +2 with
	abilities*)
19	1 Mace or hammer: +2
20	1 Spear: +2

TABLE IV

Die	Item (d20)
1	1 Ring: djinni summoning
2	1 Ring: human influence
3	1 Ring: spell turning
4	1 Rod: smiting
5	1 Rod: terror
6	1 Wand: lightning or fire
7	1 Wand: illusion
8	1 Staff: thunder & lightning
9	1 Amulet of life protection
10	1 Cube of force
11	1 Deck of illusion
12	1 Eyes of charming
13	1 Helm of teleportation
14	1 Horn of blasting
15	1 Robe of blending
16	1 Stone of good luck
17	1 Set: plate mail +3 shield
	+4
18	1 Sword: +4 (or +3 with
	abilities*)
19	1 Arrow of slaying
	(character class)
20	1 Net of entrapment

* Intelligence, if any, will not exceed 16.

CASTLES & FORTRESSES (Optional)

Most wilderness castles and fortresses will already have been placed before play begins. Sometimes, most often when the party is mapping new territory, a previously unknown castle may be discovered. In this case, there is a base 1 in 20 chance that any wilderness encounter will be with an unknown stronghold. When this occurs, determine the castle size, inhabitants, and master's class (if any) before rolling to see if the party is surprised.

Surprise: If the party is surprised, and if the stronghold is inhabited by brigands or an NPC master, they will have been surprised by a patrol from the stronghold. Otherwise the party will see the stronghold from 1/2 to 5 miles away and be able to pass the place or investigate it as they wish.

Patrols: Prepare some standard patrols before play. Racial composition should be typical for the area. The patrol will be mounted unless special considerations apply (such as unsuitable terrain, or a nation that shuns mounts). Leaders will have superior mounts (typically war horses).

A typical patrol will be commanded by a fighter (or possibly ranger) of 6th to 8th level. He will have a lieutenant, of 4th to 5th level, a sergeant of 2nd to 3rd level, 3 to 4 1st level veterans, and 13-24 men-at-arms. Accompanying them will be either a priest of 6th or 7th level (40% chance) or a wizard of 5th to 8th level (60% chance).

Fighters of 1st level or higher will have plate mail, shield, lance, flail, and long sword. Men-at-arms will typically have chain or scale mail, shield, bow or light crossbow, and a hand weapon. Magical items are assigned by the DM (see NPC Parties, previous page).

Reactions: The size of the castle and its garrison are given in the tables. The reactions of the castle garrison to an approaching party will be dictated by the culture and society of the area. For example, in a typical medieval European fantasy setting, a friendly reaction would result in the castle master welcoming the adventurers, entertaining them royally (with hunts, drinking bouts, etc.), and offering an escort to the border of his territory when they choose to leave. A neutral reaction could be a demand for toll, or refusal to let them into the place without facing one or more of their fighters in nonlethal combat (such as jousting), taking the fighters' armor and weapons if they lose. A hostile reaction could range from an immediate attack to feigning friendship, then capturing them for ransom.

If the castle is attacked, the garrison will man the walls, any cavalry dismounting for the purpose. The castle will be stocked with food, water, and supplies of arms and missiles. Heavy crossbows will be available to the defenders. In addition, there will be artillery and sufficient crew to operate it (see tables).

Castle Table 1: Size and Type

Dice Roll	Size	Type
01-10	Small	Small shell keep
11-25	Small	Tower
26-35	Small	Moat house or triary
36-45	Medium	Medium shell keep
46-65	Medium	Small walled castle with keep
66-80	Medium	Medium walled castle with keep
81-88	Large	Concentric castle
89-95	Large	Large walled castle with keep
96-00	Large	Fortress complex

Castle Table 2: NPC Master

Dice roll	Master's Class and Level
01-20	PRIEST 9th-12th
21-65	FIGHTER 9th-12th
66	Paladin 9th-12th
67-68	Ranger 9th-10th
69-85	WIZARD 10th-14th
86-98	THIEF 10th-14th
99-00	Bard 10th-14th

The master will have 2-5 henchmen plus any special followers due to class or level.

Castle Table 3: Inhabitants

Dice Roll	Inhabitants
Small 01-45	01-30
Medium 46-60	31-50
Large 61-70	51-65
71-00	66-00
01-15	Totally deserted
16-40	Deserted (monster)
41-60	Brigands
61-00	NPC master

Totally deserted indicates the construction is in disrepair, and on close examination appears empty.

Deserted castles appear totally deserted, but entry into the construction will discover a monster. Roll again on the encounter chart, if unsuitable, read the result from the "Rough" column.

Brigands means the place is occupied by normal men. Barbarians or dervishes can be substituted depending on the terrain.

NPC master encounters proceed to Table 3 (above).

Castle Table 4: Armory and Garrison

Size	Type	Garrison	Ballistae	Light Catapults	Oil Caudrons
SMALL	Moat house	10-80	2	—	1
	Tower	10-60	1	—	1
	Shell keep	20-120	—	1	2
MEDIUM	Shell keep	30-300	—	2	2
	Small castle	40-400	2	1	4
	Medium castle	60-600	2	2	5
LARGE	Concentric castle	100-800	4	2	6
	Large castle	200-2000	4	4	8
	Fortress	300+	var.	var.	var.

Garrison is the typical number of men that the castle can accommodate. The lower figure is the peacetime complement.

Ballistae are direct fire, crewed weapons that shoot bolts of spear size. With a 4-man crew, a ballista can be fired every second round.

Light catapults are indirect fire, crewed weapons that throw stones or flaming pitch.

Caudrons are filled with boiling oil, which is then poured down upon attackers. The DM should decide the exact effect of boiling oil (save vs. death, for example).

Castle Table 5: Artillery

Device	Range		Damage		Rate of Fire	Base To Hit	Crew	
	M.n.	Max.	S-M	L			Min.	Max.
Ballista		320 yd	2-12	3-18	1/4*	15	2	4
Catapult, light	150 yd	300 yd	2-20	3-12	1/4	20	4	6

Range is the distance to the target creature. The minimum range reflects the arcing trajectory of the catapult.

Rate of fire is the speed of firing with the minimum crew. If crew is less than the minimum, the rate of fire is halved. *A ballista with maximum crew can fire once every two rounds.

The artillery proficiency of the crew chief determines the chance to hit. Artillery fire ignores Armor Class. The base number to hit can be lowered by 1 for each level of skill (equal to a proficiency slot) the crew chief has with the weapon. Each consecutive shot against a stationary target gets a +4 bonus (+4, +8, etc.).

Aarakocra

CLIMATE/TERRAIN:	Tropical and temperate mountains
FREQUENCY:	Very rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	D

ALIGNMENT:	Neutral good
NO. APPEARING:	1-10
ARMOR CLASS:	7
MOVEMENT:	6 Fl 36 (C)
HIT DICE:	1+2
THACO:	18
NO. OF ATTACKS:	2
DAMAGE ATTACK:	1-3/1-3 or 2-8 (weapon)
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (20' wing span)
MORALE:	Steady (11)
XP VALUE:	65

The aarakocra are a race of intelligent bird-men that live on the peaks of the highest mountains, spending their days soaring on the thermal winds in peace and solitude.

Aarakocra are about five feet tall and have a wing span of 20 feet. About halfway along the edge of each wing is a hand with three human-sized fingers and an opposable thumb. An elongated fourth finger extends the length of the wing and locks in place for flying. Though the wing-hands cannot grasp during flight, they are nearly as useful as human hands when an aarakocra is on the ground and its wings are folded back. The wing muscles anchor in a bony chest plate that provides the aarakocra with extra protection. The powerful legs end in four sharp talons that can unlock and fold back to reveal another pair of functional hands, also with three human-sized fingers and an opposable thumb. The hand bones, like the rest of an aarakocra's skeleton, are hollow and fragile.

Aarakocra faces resemble crosses between parrots and eagles. They have gray-black beaks and black eyes set frontally in their heads that provide keen binocular vision. Plumage color varies from tribe to tribe, but generally males are red, orange, and yellow while females are brown and gray.

Aarakocra speak their own language, the language of giant eagles, and, on occasion, the common tongue (10% chance).

Combat: In aerial combat, an aarakocra fights with either his talons or heavy fletched javelins that he clutches in his lower hands. An aarakocra typically carries a half dozen javelins strapped to his chest in individual sheaths. The javelins, which can be used for throwing or stabbing, inflict 2d4 points of damage. Owing to the aarakocra's remarkable skill at throwing javelins in the air, it incurs none of the attack penalties for aerial missile fire. An aarakocra will always save its last javelin for stabbing purposes rather than throwing it. Its favorite attack is to dive at a victim while clutching a javelin in each hand, then pull out of the dive just as it reaches his target, and strike with a blood-curdling shriek. This attack gains a +4 bonus to the attack roll and causes double damage, but an aarakocra must dive at least 200 feet to execute it properly.

An aarakocra is reluctant to engage in grappling or ground combat, since its fragile bones are easily broken. Though rarely



used except when cornered, an aarakocra's sharp beak can bite for 1-3 points of damage.

Habitat Society: Aarakocra live in small tribes of about 11-30 (1d20 + 10) members. Each tribe has a hunting territory of about 10,000 square miles with colorful banners and pennants marking the boundaries.

Each tribe lives in a communal nest made of woven vines with a soft lining of dried grass. The eldest male serves as the tribe's leader. In tribes of more than 20 members, the second oldest male serves as the shaman, leading simple religious ceremonies involving the whistling of melodic hymns at sunset on the first day of a new month. Males spend most of their waking hours hunting for food and occasionally for treasure, such as gems and other shiny objects. Females spend eight months of the year incubating their eggs, passing the time by fabricating javelins and other tools from wood and stone. While resting on their backs, aarakocra females can use all four hands at the same time to weave boundary pennants, javelins sheaths, and other useful objects from vines and feathers.

Five aarakocra, including a shaman, can summon an air elemental by chanting and performing an intricate aerial dance for three melee rounds. The summoned air elemental will comply with the aarakocra's request for a favor, though it will not endanger its life on their behalf.

Aarakocra are extremely claustrophobic and will not willingly enter a cave, building, or other enclosed area.

Ecology: Aarakocra have little to do with other species, including neighboring aarakocra tribes, and leave their home territory only in extreme circumstances. They rarely encounter humans except for an occasional foray into a rural community to snatch a stray farm animal; this is not an intentionally malicious act, as aarakocra are unable to distinguish between domestic and wild animals. A human venturing into aarakocra territory may be able to convince one to serve as a guide or a scout in exchange for a shiny jewel or coin.

Aboleth

CLIMATE/TERRAIN:	Tropical and temperate/Subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Brood
ACTIVITY CYCLE:	Night
DIET:	Omnivore
INTELLIGENCE:	High (13-14)
TREASURE:	F
ALIGNMENT:	Lawful evil

NO. APPEARING:	1d4
ARMOR CLASS:	4
MOVEMENT:	3, Sw 18
HIT DICE:	8
THACO:	12
NO. OF ATTACKS:	4
DAMAGE ATTACK:	1-6 (x 4)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Slime
MAGIC RESISTANCE:	Nil
SIZE:	H (20' long)
MORALE:	Elite (13)
XP VALUE:	2 000

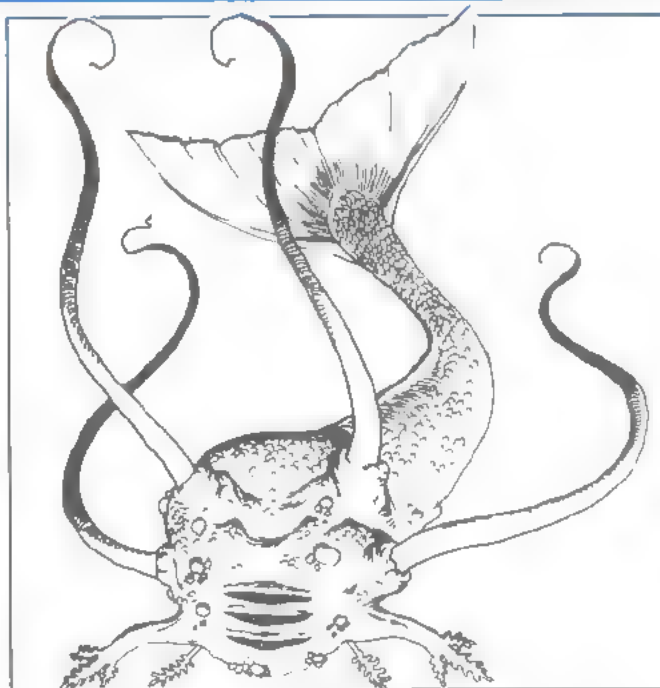
The aboleth is a loathsome amphibious creature that lives in subterranean caves and lakes. It despises most land-dwelling creatures and seeks to enslave intelligent surface beings. It is as cruel as it is intelligent.

An aboleth resembles a plump fish, 20 feet in length from its bulbous head to its fluke-like tail. Its body is blue-green with gray splotches, and its pink-tan underbelly conceals a toothless, rubbery mouth. Three slit-like eyes, purple-red in color and protected by bony ridges, are set one atop the other in the front of its head. Four pulsating blue-black orifices line the bottom of its body and secrete gray slime that smells like rancid grease. Four leathery tentacles, each ten feet in length, grow from its head. An aboleth uses its tail to propel itself through the water and its tentacles to drag itself along dry land.

Combat: The aboleth attacks with its tentacles for 1d6 points of damage each. If a victim struck by a tentacle fails a saving throw vs. spell, the victim's skin transforms into a clear, slimy membrane in 1d4+1 rounds. If this occurs, the victim must keep the membrane damp with cool water or suffer 1d12 points of damage each turn. *Cure disease* cast upon the victim before the membrane completely forms stops the transformation. Otherwise, *cure serious wounds* will cause the membrane to revert to normal skin.

Because its sluggish movement makes attacks difficult, the aboleth attempts to lure victims close by creating realistic illusions at will—complete with audible, olfactory, and other sensory components. The aboleth can attempt to enslave creatures within 30 feet; it can make three attempts per day, one creature per attempt. If the victim fails a saving throw vs. spell, he follows all of the aboleth's telepathic commands, although the victim will not fight on the aboleth's behalf. The enslavement can be negated by *remove curse*, *dispel magic*, the death of the enslaving aboleth, or, if the victim is separated from the aboleth by more than a mile, a new saving throw (one attempt per day).

When underwater, an aboleth surrounds itself with a mucous cloud one foot thick. A victim in contact with the cloud and in-



haling the mucus must roll a successful saving throw vs. poison or lose the ability to breathe air. The victim is then able to breathe water, as if having consumed a *potion of water breathing*, for 1-3 hours. This ability may be renewed by additional contact with the mucous cloud. An affected victim attempting to breathe air will suffocate in 2d6 rounds. Wine or soap dissolves the mucus.

Habitat Society: An aboleth brood consists of a parent and one to three offspring. Though the offspring are as large and as strong as the parent, they defer to the parent in all matters and obey it implicitly.

Aboleth have both male and female sexual organs. A mature aboleth reproduces once every five years by concealing itself in a cavern or other remote area, then laying a single egg and covering it in slime. The parent aboleth guards the egg while the embryo grows and develops, a process that takes about five years. A newborn aboleth takes about 10 years to mature.

The aboleth spends most of its time searching for slaves, preferably human ones. It is rumored that the aboleth use their slaves to construct huge underwater cities, though none have ever been found. The aboleth are rumored to know ancient, horrible secrets that predate the existence of man, but these rumors are also unsubstantiated. There is no doubt that aboleth retain a staggering amount of knowledge. An offspring acquires all of its parent's knowledge at birth, and a mature aboleth acquires the knowledge of any intelligent being it consumes.

An aboleth's treasure consists of items taken from its slaves. The items are buried in caverns under a layer of slime resembling gray mud, recognizable by the distinctive rancid grease odor.

Ecology: The omnivorous aboleth will eat any organic matter, usually algae and micro-organisms, but they are also fond of intelligent prey so they can absorb nutrients and information at the same time. Aboleth have no natural enemies, as even the mightiest marine creatures give them a wide berth. Aboleth slime is sometimes used as a component for *potions of water breathing*.

Ankheg

CLIMATE/TERRAIN:	Temperate and tropical/ Plains and forests
FREQUENCY:	Rare
ORGANIZATION:	Brood
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Non- (0)
TREASURE:	C
ALIGNMENT:	Nil

NO. APPEARING:	1-6
ARMOR CLASS:	Overall 2, underside 4
MOVEMENT:	12, Br 6
HIT DICE:	1d6+2
THAC0:	16-12
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3-18 (crush) +1-4 (acid)
SPECIAL ATTACKS:	Squirt acid
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L-H (10' to 20' long)
MORALE:	Average (9)
XP VALUE:	175-1,400



The ankheg is a burrowing monster usually found in forests or choice agricultural land. Because of its fondness for fresh meat, the ankheg is a threat to any creature unfortunate enough to encounter it.

The ankheg resembles an enormous many-legged worm. Its six legs end in sharp hooks suitable for burrowing and grasping, and its powerful mandibles are capable of snapping a small tree in half with a single bite. A tough chitinous shell, usually brown or yellow, covers its entire body except for its soft pink belly. The ankheg has glistening black eyes, a small mouth lined with tiny rows of chitinous teeth, and two sensitive antennae that can detect movement of man-sized creatures up to 300 feet away.

Combat: The ankheg's preferred attack method is to lie five to ten feet below the surface of the ground until its antennae detect the approach of a victim. It then burrows up beneath the victim and attempts to grab him in its mandibles, crushing and grinding for 3d6 points of damage per round while secreting acidic digestive enzymes to cause an additional 1d4 points of damage per round until the victim is dissolved. The ankheg can squirt a stream of acidic enzymes once every six hours to a distance of 30 feet. However, since it is unable to digest food for six hours after it squirts enzymes, it uses this attack technique only when desperate. A victim struck by the stream of acidic enzymes suffers 8d4 points of damage (half damage if the victim rolls a successful saving throw vs. poison).

Habitat/Society: The ankheg uses its mandibles to continuously dig winding tunnels 30-40 feet deep in the rich soil of forests or farmlands. The hollowed end of a tunnel serves as a temporary lair for sleeping, eating, or hibernating. When an ankheg exhausts the food supply in a particular forest or field, it moves on to another.

Autumn is mating season for ankhegs. After the male fertilizes the female, the female kills him and deposits 2d6 fertilized eggs in his body. Within a few weeks, about 75% of the eggs hatch and begin feeding. In a year, the young ankhegs resemble adults and can function independently. Young ankhegs have 2 Hit Dice and an AC 2 overall and an AC 6 for their undersides; they bite for 1d4 points of damage (with an additional 1d4 points of damage

from enzyme secretions) and spit for 4d4 points of damage to a distance of 30 feet. In every year thereafter, the ankheg functions with full adult capabilities and gains an additional Hit Die until it reaches 8 Hit Dice.

Beginning in its second year of life, the ankheg sheds its chitinous shell just before the onset of winter. It takes the ankheg two days to shed its old shell and two weeks to grow a new one. During this time, the sluggish ankheg is exceptionally vulnerable. Its overall AC is reduced to 5 and its underside AC is reduced to 7. Additionally, it moves at only half its normal speed, its mandible attack inflicts only 1d10 points of damage, and it is unable to squirt acidic enzymes. While growing a new shell, it protects itself by hiding in a deep tunnel and secreting a repulsive fluid that smells like rotten fruit. Though the aroma discourages most creatures, it can also pinpoint the ankheg's location for human hunters and desperately hungry predators.

Ankhegs living in cold climates hibernate during the winter. Within a month after the first snowfall, the ankheg fashions a lair deep within the warm earth where it remains dormant until spring. The hibernating ankheg requires no food, subsisting instead on nutrients stored in its shell. The ankheg does not secrete aromatic fluid during this time and is thus relatively safe from detection. Though the ankheg's metabolism is reduced, its antennae remain functional, able to alert it to the approach of an intruder. A disturbed ankheg fully awakens in 3d4 rounds, after which time it can attack and move normally.

The ankheg does not hoard treasure. Items that were not dissolved by the acidic enzymes fall where they drop from the ankheg's mandibles and can be found scattered throughout its tunnel system.

Ecology: Though a hungry ankheg can be fatal to a farmer, it can be quite beneficial to the farmland. Its tunnel system laces the soil with passages for air and water while the ankheg's waste products add rich nutrients. The ankheg will eat decayed organic matter in the earth, but it prefers fresh meat. All but the fiercest predators avoid ankhegs. Dried and cured ankheg shells can be made into armor with an AC of 2, and its digestive enzymes can be used as regular acid.

Ant

CLIMATE/TERRAIN:	Giant Temperate/Forest, hills, and plains	Swarm Tropical/Forest, hills, and plains
FREQUENCY:	Rare	Very rare
ORGANIZATION:	Colony	Colony
ACTIVITY CYCLE:	Day	Day
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Animal (1)	Animal (1)
TREASURE:	Q (x 3), S	Nil
ALIGNMENT:	Nil	Nil

NO. APPEARING:	1-100	See below
ARMOR CLASS:	3	10
MOVEMENT:	18	6
HIT DICE:	2 (worker), 3 (warrior)	1 hp per 10 ants
THAC0:	16	See below
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	1-6 (worker), 2-8 (warrior)	See below
SPECIAL ATTACKS:	Warriors have poison sting	Poison
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	T (2' long)	See below
MORALE:	Average (9)	Unsteady (6)
XP VALUE:	35 (worker), 175 (warrior)	See below

Giant ants form cooperative colonies in tropical regions. They are normally docile, but they can be fierce fighters if their nest is threatened.

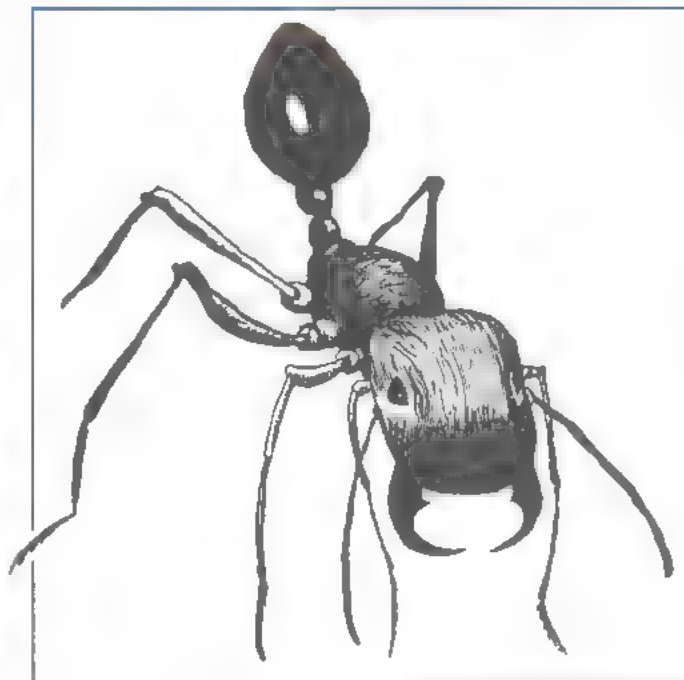
Giant ants are black, red, or brown. A giant ant's body is covered with by a thick outer skeleton that serves as protection and prevents the body from dehydrating. Two thin antennae sprout from the head and are used for smelling and feeling. An ant's scissor-like mandibles can cut, carry, or dig. Six long legs covered with fine bristles grow from the thorax, while the abdomen contains most of the internal organs.

Combat: Both worker and warrior ants will fight. If a warrior ant manages to bite, it will also attempt to sting for 3d4 points of damage. A successful saving throw vs. poison reduces the sting damage to 1d4 hp. The queen ant has 10 Hit Dice but neither moves nor attacks. If she is killed, the remaining ants become confused (as if affected by the spell) for six rounds, then scramble from the nest.

Habitat/Society: A giant ant colony makes its nest underground in a series of rooms and passages. Mounds of dirt and twigs mark the entrances. The passages may reach a depth of 16 feet, and the entire nest may be spread out over an area exceeding several thousand square yards.

When encountered in the wilderness, there is a 90% chance that all of the ants are workers. Encountered in their colony, there is usually one warrior ant for every five workers; a typical colony consists of 100-200 workers, 20-40 warriors, and a single queen. The warriors are responsible for guarding the queen and defending the nest. All other duties are divided among the workers. Some gather food, some clean the nest, some attend to the developing larvae. Others suck nectar from flowers and produce honey. Storage ants, a special type of worker, swallow the honey until they are too fat to move or work. In times of scarce food, the storage ants expel the honey from their mouths to feed the rest of the colony.

The queen has no responsibilities other than to lay thousands of eggs per week. Her chamber also contains the colony's trea-



sure, usually shiny jewels the workers collect on hunting expeditions. Nurse ants care for the young in an egg chamber; the larvae hatch and develop into adults in just a few weeks. From 5-50 workers and 5 warriors guard the nursery chamber.

Ecology: Giant ants prefer to eat seeds and grasses, but they will also eat meat if given the opportunity. Neither giant ants nor their eggs have any commercial value, though some gourmets enjoy their honey. In a pinch, giant ants are a good source of protein.

Swarm

There is no sight more fearsome than a swarm of red or golden army ants on the march through a tropical forest, steadily consuming everything in their path. The individual ants resemble smaller versions of giant ants, red or golden in color with powerful mandibles. The swarm is a mobile colony of 3/4"-long workers numbering in the thousands (to determine the number of ants in the swarm, roll 1d10 and multiply the result by 1,500). A single queen, identical to the workers except for her sex and tiny unusable wings, marches in the center the swarm. If the queen is killed, the swarm dissipates.

The swarm moves in a straight line as a solid block of ants (about 150 ants per square foot). The ants eat all organic matter in their path, including any creatures too slow to get out of their way. If the ants approach a river or other obstacle, they turn 90 degrees and continue their march. They will not go out of their way to attack and are therefore easy to avoid. Any creature in contact with the swarm has a 90% chance per round of suffering 1d6 points of damage from bites; if bitten, the creature must roll a successful saving throw vs. poison or suffer an additional 1d2 points of damage from the mild poison. Check for bites and poison for each round the creature is in contact with the swarm. Each point of damage inflicted on the swarm kills 1d20 ants. Ants may be scattered with smoke or fire, immersion in water washes them off. If half of a swarm is killed, the surviving ants attempt to scatter and hide; since the ants scatter equally in every direction, this actually increases the possibility a creature in the vicinity may be attacked. If an entire swarm is killed, award 975 experience points per 1,500 ants.

Ant Lion, Giant

CLIMATE/TERRAIN:	Tropical and temperate/ Mountains, hills and plains
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	See below
ALIGNMENT:	Nil

NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	9, Br 1 (in loose soil)
HIT DICE:	8
THACO:	12
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	5-20
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (10' long)
MORALE:	Average (8)
XP VALUE:	1,400

The ant lion is a huge, vicious insect that lurks in the bottom of deep pits, feeding on creatures unlucky enough to fall in. Ant lions live in badlands, desert fringes, and other areas with loose soil and sand.

The ant lion resembles a cross between a mole and a giant ant. Its body, gray or sandy brown in color, is covered completely by a leathery exoskeleton with patches of coarse black bristles that are sensitive to movement and odor. It has deep-set beady eyes, rows of jagged teeth capable of both tearing and grinding, and six thick legs with sharp claws and flat bristles. The claws are used for digging while the bristles sweep away the loose soil. The ant lion's most prominent features are its mandibles, silvery gray and razor-edged, extending three feet from its mouth. A single barb centered on the inner ridge of each mandible is used to impale and hold prey.

Combat: The ant lion seldom stalks or pursues prey. Instead, it digs deep, tapering pits about 60 feet in diameter, buries itself at the bottom beneath a covering of sand, gravel, and stones, then patiently waits for falling victims. About 50% of the time, the entrance to the pit looks like a funnel lined with sand. The rest of the time it looks like the entrance to a cave or lair. A creature coming within three feet of the edge of the entrance has a 20% chance of slipping in the loose soil and sand and sliding into the pit. A creature entering the pit has a 50% chance per round of sliding to the bottom. A character who takes precautions when approaching or entering the pit, such as securing himself to a tree with a rope, will not slip into the pit.

When a victim lands in the bottom of the pit, the ant lion bursts from its covering of sand and stones and attempts to grab its victim with its mandibles. If successful, the ant lion will not release its prey until either it or the prey is dead. The ant lion impales its victim with its barbs, crushes with its mandibles, then grinds its mandibles back and forth in a sawing motion, automatically inflicting 5d4 points of damage each round after the initial hit.

Habitat/Society: Ant lions mate once per year in mid-summer. The male ant lion is drawn to the female by aromatic secretions she releases when entering her mating cycle. Only ant lions can smell these secretions. Once a male enters the female's lair, she



stops secreting, and the couple begin clicking their mandibles at each other. This ritual clicking lasts for three full days, during which time the couple neither sleeps nor eats. The clicking has a trance-like effect on the ant lions; even if attacked, it takes the ant lions 1d4 rounds to break their trance and respond to an intruder. At the conclusion of the clicking ritual, the male fertilizes the female, then leaves her nest. Within a week, the female lays between one and four eggs and buries them in a hole in the floor. The young ant lions hatch in about six months, immediately burrowing away to construct lairs of their own. A young ant lion has 4 Hit Dice, but otherwise has all the abilities of an adult. It reaches full maturity in about a year.

The ant lion's lair typically consists of its pit trap and a narrow passage leading to a large chamber where the ant lion sleeps and eats. Another passage, winding from this chamber to the surface, is used as an escape route. The ant lion also drags the remnants of its meals through this passage and conceals them outside; this is usually the only opportunity to encounter an ant lion out of its lair. Although ant lions do not collect treasure, there is a 30% chance that 1d4 of the following items will be found in a lair from previous kills (roll 1d20 to determine randomly):

1-6	10-40 gp
7-10	5-20 pp
11-13	Shield *
14-17	Metal weapon *
18-19	Jewelry *
20	Miscellaneous item *

* 10% chance the item is magical. Roll on the appropriate table in the *Dungeon Masters Guide* or assign an item of relatively low value.

Ecology: Ant lions near civilized regions are considered dangerous predators. Rewards are often available for proof of their destruction. Ant lions eat any creature that falls into their pits, though they prefer giant insects, usually eating one or more giant ants per day. Ant lions have no commercial value, though farmers of some primitive cultures use their mandibles for plows.

Ape, Carnivorous

CLIMATE/TERRAIN:	Tropical/Forest, hills, and plains
FREQUENCY:	Rare
ORGANIZATION:	Family
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Low (7)
TREASURE:	C
ALIGNMENT:	Neutral

NO. APPEARING:	2-8
ARMOR CLASS:	6
MOVEMENT:	12, 9 in trees
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-4/1-4/1-8
SPECIAL ATTACKS:	Rending
SPECIAL DEFENSES:	+2 bonus to surprise roll
MAGIC RESISTANCE:	Nil
SIZE:	L (7' +, very broad)
MORALE:	Steady (11)
XP VALUE:	175

The carnivorous ape is a larger, stronger, and more aggressive relative of the gorilla. It lives in tropical jungles and plains, sometimes lairing in tall trees.

Carnivorous apes have broad shoulders, thick bodies covered with black hair, long arms, and short legs. Hooked black claws grow from their fingers and toes. They have light brown faces, flaring nostrils, and mouths full of long sharp teeth for shredding and ripping flesh from prey. Carnivorous apes walk on all fours, using the knuckles of their hands for support. They can also swing through the trees at 75% of their normal movement rate.

Combat: Carnivorous apes have a fair intelligence and are very cunning. Owing to their keen senses, they gain a +2 bonus to their surprise roll. They typically hide in trees and stalk their prey for miles, dropping down to attack when their victim pauses to drink from a stream or is otherwise off guard. In plains or other areas devoid of trees, they hide in tall grasses and thick bushes, leaping at a victim from behind. Carnivorous apes attack by rearing on their hind legs, flailing with their massive arms, and snapping with their powerful jaws. If an ape strikes its opponent with both hands in the same round, it inflicts an additional 1d8 points of rending damage. When a carnivorous ape defeats an opponent or wishes to frighten an intruder, it stands on its hind legs, beats its hands against its chest, and bellows thunderously. The sound of a bellowing ape has been known to panic the timid.

Habitat/Society: Carnivorous apes live in families ranging from two to 20 members with about twice as many females as males. A pregnant female gives birth in about nine months. An infant never leaves its mother for the first three years of its life, clinging tightly to her long hair and riding on her back wherever the family goes. The largest male serves as the leader, establishing the daily routine and defending the family from danger. The leader is occasionally challenged by younger males, the challenge resolved by a brutal but non-fatal wrestling match. The loser leaves the family in humiliation; a defeated challenger eventually joins another family, but a defeated leader remains alone, living out the rest of his life in bitterness.

Families do not have permanent lairs, but instead roam from place to place in their home range, an area of 10-20 square miles.



The leader marks the boundaries of a family's home range by scratching crude symbols in tree trunks or by spraying them with musk secreted from glands under his tongue. A family wanders constantly, never spending two consecutive nights in the same place. They keep the jewels, coins, and other treasures gathered in their travels in hollow trees or other secure locations.

A family eats its first meal of the day shortly after sunrise. The adult males do the hunting, dragging their prey back to the family for all to share. The meal is followed by a long nap for the adults and play time for the youngsters. The family has a second meal before sunset, then shortly after dark goes to sleep in a secluded meadow or in a communal nest constructed in the branches of the tallest trees.

Ecology: Though aggressive by nature, carnivorous apes normally kill only for food or in defense of their families. They enjoy fruit and nuts, but most of their diet consists of rodents, small reptiles, eggs, and fish, as well as the occasional giant insect or carrion. Wild game supplements the family menu; antelope, buffalo, deer, and horses are among the apes' favorite prey. In areas densely populated with wild game, carnivorous apes must sometimes compete with lions and other predators. It is not unusual for a pride of lions to violently challenge a family of carnivorous apes for hunting rights in disputed areas, the apes will usually relocate rather than risk the lives of their families.

The carnivorous ape's reputation as a man-eater is overrated. Although it is true that some eat humans exclusively, raiding villages and attacking hunting expeditions for prey, such families are rare. More common is the solitary man-eater, usually a frustrated ex-leader who attacks humans as much out of anger as hunger. Carnivorous apes are a favorite target for human sportsmen, who hunt them for trophies (pelts, hands, and heads). Additionally, certain primitive tribes mandate the killing of a carnivorous ape as a rite of passage.

Baboon

CLIMATE/TERRAIN:	Wild Baboon Tropical and subtropical/ Forests, mountains, and plains	Banderlog Tropical and subtropical/Forests
FREQUENCY:	Common	Very rare
ORGANIZATION:	Tribal	Tribal
ACTIVITY CYCLE:	Day	Day
DIET:	Herbivore	Herbivore
INTELLIGENCE:	Low (5-7)	Low (5-7)
TREASURE:	Nil	See below
ALIGNMENT:	Neutral	Neutral

NO. APPEARING:	10-40	4-24
ARMOR CLASS:	7	6
MOVEMENT:	12, 12 in trees	6, 12 in trees
HIT DICE:	1+1	4
THACO:	18	15
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	1-4	2-5
SPECIAL ATTACKS:	Nil	See below
SPECIAL DEFENSES:	Climbing	Climbing
MAGIC RESISTANCE:	Nil	Nil
SIZE:	S (4' tall)	S (4' tall)
MORALE:	Unsteady (5)	Average (9)
XP VALUE:	35	120

Baboons are large, herbivorous monkeys. They usually live in the trees of tropical and subtropical jungles, but tribes are sometimes found in tropical mountains and plains.

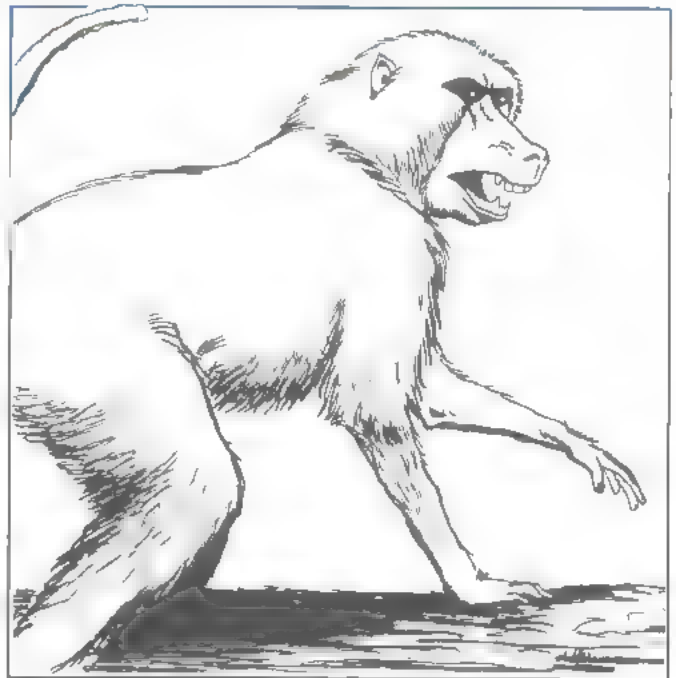
Baboons have dark brown fur, long arms and legs, and large heads with dog-like muzzles and sharp canine teeth. Most baboon tails are short and stubby, but some are as much as two feet long. A collar of gray fur encircles the necks of the largest males.

Combat: If the tribe's home territory is entered, the baboons will try to drive the invaders off, but it is 90% likely that a baboon tribe will flee if threatened or surprised, hiding in trees or behind ground foliage until the danger has passed. Extremely agile, baboons can climb at twice their normal movement in five-round bursts when fleeing from an enemy. However, if cornered or if an infant is endangered, baboons can be vicious fighters, particularly the larger males. Baboons attack by dropping on their victims from above or charging and leaping, biting with their sharp teeth for 1d4 points of damage. The tribe is led by 2d4 large males that serve as the first line of defense and receive a +1 damage bonus to their attacks. Male baboons sometimes attempt to discourage intruders by baring their fangs and screeching.

Habitat/Society: Baboons live in tribes of 10-40, though some tribes include as many as 100 members. About half the tribe are juveniles or infants; the remainder are adult males and females. The young will not attack, and females generally attack only if their children are threatened. Females give birth to one child every year.

Baboons eat in the morning, nap during the afternoon, then rest at night after a final meal, sleeping in tree branches or on rocky cliffs. Though the males may roam several miles searching for food, they always return to the tribe before sundown, carrying fruit, nuts, and other food in pouches in their cheeks. Baboons are among the more intelligent primates, with excellent memories and an insatiable curiosity. They do not collect treasure.

Ecology: Baboons eat fruit, seeds, grass, roots, and leaves. They also enjoy bird eggs and insects. When food is scarce, baboons will eat live prey, such as mice and frogs. Groups of large



males have been known to chase down and kill small antelope and leopards, though this is extremely unusual. Given the opportunity, most predators will eat baboons. Since jungle baboons spend most of their time in the high trees, they are generally safe from attacks. Giant snakes are their most feared natural enemies. Mountain baboons have a harder time of it; their enemies include mountain lions, sabre-tooths, and wolf packs.

Men hunt baboons for their furry pelts and chewy but succulent meat. Baboon teeth are sometimes used for necklaces and other simple jewelry. If captured when young, baboons can be tamed as pets. Some primitive cultures consider baboons to be sacred and worship them as emissaries of the gods.

Banderlog

Banderlogs resemble baboons with green skin and brown fur. They are somewhat stronger than baboons and are able to communicate in a simple language of chatters and grunts. Not as panic prone as baboons, banderlogs attack at close quarters with their long canine teeth for 1d4 + 1 points of damage, but are more likely to use coconuts or retch plant globes (the purple membranous fruit of retch plants, also known as globe palms) as missile weapons. Banderlogs will cling to tree branches with one hand and hurl missiles with the other at targets up to 30 feet away. Coconuts strike for 1d4 + 1 points of damage and retch plant globes burst to splash nauseating fluid over a five-foot radius with a 25% chance for splash contact at a distance of 1d6 + 3 feet (splashed creatures vomit and retch for three rounds, and their Strengths are reduced by half for the next hour, no saving throw allowed). Like baboons, banderlogs can climb for short bursts at twice their normal movement allowance.

Banderlogs are organized into small tribes led by one or more large males with 6-8 hp per die (+1 damage to attacks). They live in communal nests made of leaves in the highest branches of palm trees. They normally do not collect treasure, but there is a 5% chance that a tribe has a piece of jewelry or some other random valuable item in their nest. Their diet is similar to that of baboons, occasionally supplemented by rodents and large insects. Lions and other carnivores prey on banderlogs while hunters kill them to make furs from their pelts and jewelry from their teeth.

Badger

CLIMATE/TERRAIN:	Common	Giant
	Forests, plains, swamp, and mountains	Temperate/
FREQUENCY:	Uncommon	Uncommon
ORGANIZATION:	Family	Family
ACTIVITY CYCLE:	Night	Night
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Semi- (2-4)	Semi- (2-4)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral

NO. APPEARING:	2-5	2-5
ARMOR CLASS:	4	4
MOVEMENT:	6 Br 3	6, Br 3
HIT DICE:	1+2	3
THACO:	19	17
NO. OF ATTACKS:	3	3
DAMAGE ATTACK:	1-2/1-2/1-3	1-3/1-3/1-6
SPECIAL ATTACKS:	Nil	Nil
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	S (2' long)	M (4' long)
MORALE:	Average (8)	Average (8)
XP VALUE:	35	65

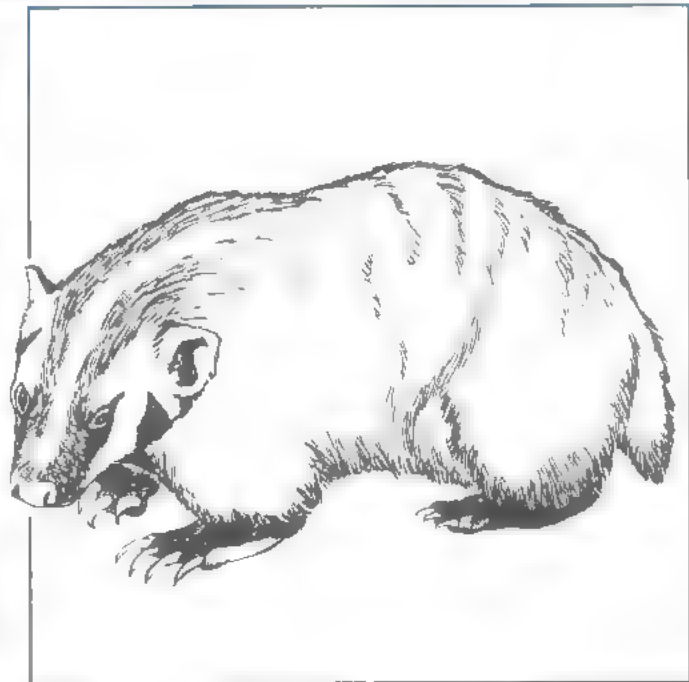
Badgers are carnivorous burrowing animals that live underground and hunt at night. Badgers are quick-tempered and courageous; if threatened, badgers will unhesitatingly attack creatures many times larger than themselves.

The badger's plump body is about two feet long, covered from head to toe with long thick fur. From a distance, the badger appears to be silver or gray in color, but a close examination reveals that each shaft of hair is actually a combination of several colors, usually gray, black, white, and brown. A white stripe about one to two inches thick begins at the badger's nose and runs between its eyes and down its back. Black patches of fur adorn each side of its face. The badger gets its name from these "badges" of color.

The badger's short legs are extremely strong, ending in sharp claws that enable it to burrow through the rockiest soil and effectively defend itself from predators. When attempting to catch scents in the air, the badger perches on its hind legs like a gopher. It waddles when it walks, making it look awkward and clumsy as its body slowly shifts from side to side. But the badger actually can move quite fast when necessary; in fact, its speed accounts for its relatively high AC rating. The badger has sharp senses of smell, hearing, and sight. It also gives off an unpleasant aroma similar to human sweat.

Combat: If a badger is encountered away from its lair, it normally attempts to run away and hide. However, if disturbed in its lair or if cornered, it fights with surprising viciousness, regardless of the size or strength of its opponent. The badger attacks by baring its sharp teeth and lunging at its opponent, attempting to bite and claw. Snapping, chewing, and slashing, the badger goes for its opponent's throat if within reach, otherwise it assaults the opponent's abdomen; any exposed areas of an opponent, such as face or arms, are also likely targets of a badger's attack. A badger snarls and salivates while attacking, and in most cases fights to the death.

Habitat/Society: Badgers are extremely skilled burrowers. They prefer to dig their dens in the soft earth of forest floors and farmlands, but they can also thrive in mountains and hillsides. The entrance to a badger den is a circular hole about one to two feet in diameter, surrounded by a ring of soil from the original excavation.



The tunnel angles gently into the earth, is usually about four to six feet long, and ends in a chamber that can be as small as four feet wide or as large as 10 feet wide, depending on the size of the family. The floor of the den is typically littered with remnants of previous meals and beds of leaves and grass for sleeping. Badgers are not particularly good housekeepers. If a den becomes excessively filthy, the family may relocate to a nearby area and dig new living quarters.

Badgers are not social animals, but they are extremely loyal to their mates and their families. Badgers are most typically encountered as either solitary creatures or as a mated pair. If more than a pair is encountered, the rest are the pair's offspring. A family reacts aggressively toward any strangers, including other badgers, invading the immediate territory of its den.

Male badgers hunt at night while the females remain in the den to care for their young. If a mated pair has no young, they often hunt together. Badgers bring captured prey back to their den and usually devour the entire creature, bones and all. When not hunting, badgers stay home. Badgers living in cold climates hibernate for most of the winter. Badgers do not collect treasure.

Ecology: Badger flesh is greasy, tough, and not particularly appetizing. Because of their vicious nature, hunting badgers is not worth the trouble for most predators, although a hungry wolf or fox can occasionally be seen pawing the entrance to a badger den. Badgers eat rodents, squirrels, gophers, and other small animals.

Badger fur is sold commercially to make coats, gloves, and mufflers. A quality pelt brings as much as 10-30 gold pieces. Badger hair can be made into brushes.

Giant Badger

There is a very rare variety of badger found in remote forests that grows to about twice the size of the common badger (about four feet long). It inflicts more damage when attacking, and it tends to be more aggressive. Its statistics are otherwise identical to those of the common badger. Its pelt is also more valuable.

Barracuda

CLIMATE/TERRAIN:	Tropical/Ocean
FREQUENCY:	Uncommon
ORGANIZATION:	School
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	2-12
ARMOR CLASS:	6
MOVEMENT:	Sw 30
HIT DICE:	1-3
THAC0:	1-2 HD: 19 3 HD: 17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-8
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (2') to L (12')
MORALE:	Steady (11)
XP VALUE:	1 HD: 15 2 HD: 35 3 HD: 65

Barracuda inhabit warm salt waters.

In appearance, the barracuda is long (up to 12 feet) and slender, with a cruel mouth and jaw that make it look particularly ferocious. The lower jaw projects out and the entire mouth is rimmed with fang-like teeth.

Combat: Barracuda bodies are shaped much like an arrow, and can be just as deadly in tropical oceans. Able to move very rapidly, these fish can dart in for a bite and then swim off just as suddenly. These predatory fish are lightning quick, going from a motionless state to full speed in a single melee round.

Barracuda are the bullies of their saltwater home; they attack any prey that is injured, appears helpless, or is relatively small. To the barracuda, this includes most human swimmers who will yield tasty tidbits even if not entirely defeated. Each hit, for 2d4 points of damage, represents a whole mouthful of flesh for the hungry barracuda.

Worse yet, barracuda hunt in schools of up to 12 voracious fish, taking turns for who gets next bite. An unprotected human swimmer having to fight off two or three of these fast fish is virtually helpless, for even if he manages to fend off one, the others are likely to score in the meanwhile.

The barracuda hangs in the water about 20 feet away, watching its prey for any signs of weakness and patiently waiting for an opportunity to strike. With its ugly eyes staring through the murky depths, this can be an unnerving experience to the large fish's victim.

A school of barracuda has been known to dog a swimmer for hours, making feints and attacks now and again, until the swimmer finally succumbs. Many such opportunities do not last long enough for the barracuda to claim their victim, for if sharks are nearby, they come at the scent of blood once the first hit is made.

Barracuda are also attracted to shiny objects underwater, and unfortunately for the swimmer, light skin often qualifies as a shiny object, especially when wiggling just so. The first clue that a barracuda is in the area might be a sudden pain in the foot, as the marauder swims by and bites off a few tender toes. If the swimmer tries to cover himself up, that just makes any exposed areas all the more tempting.



Those using magic underwater are particularly cautioned against barracuda attacks. The sad tale of Grindone, the Mage is worth relating here. In an attempt to visit a city of sea elves that he had heard of, he wore a ring of swimming and dove beneath the ocean. The glints of sunlight off the ring, unfortunately, attracted the attentions of a school of barracuda, and on the first attack, the ring (and the finger on which it was worn) were gone. Grindone, unable to cast a spell or to reach the surface in time, drowned a watery death.

Habitat/Society: As mentioned above, barracuda are usually encountered in small schools in tropical oceans, although some species are occasionally found in more temperate seas.

Mermen have learned to tame the ferocious barracuda, and it is common to find a large school (3d6 fish) of the larger sort guarding a merman community.

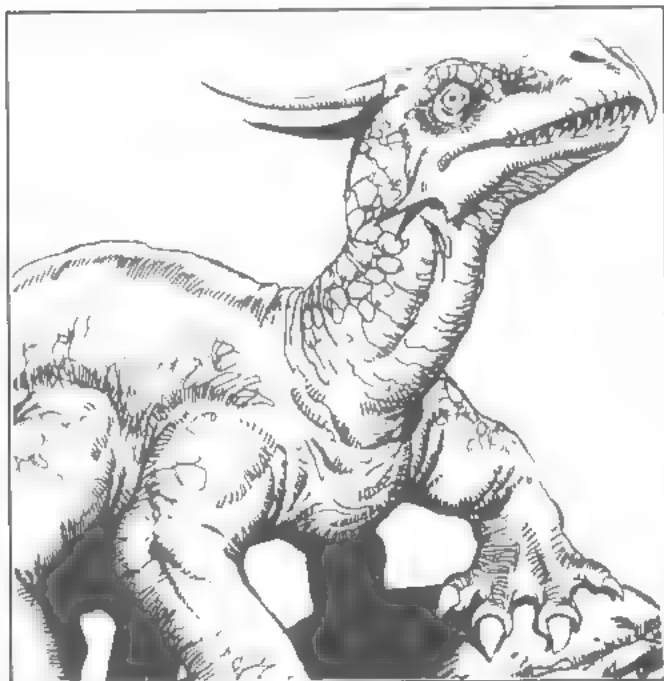
Ecology: Barracudas share the top of the food chain with other large, predatory sea creatures, feeding on smaller fish and sea mammals that appear weak or injured.

For those who enjoy deep sea fishing, the barracuda is an excellent game fish—fast, full of fight, and relatively easy to attract to a lure. Use a heavy line, and be certain to be fastened down in the boat. Being pulled overboard into a school of angry barracuda makes a much more interesting story if the teller survived the mishap.

Basilisk

CLIMATE/TERRAIN:	Lesser Any land	Greater Any land	Dracolisk Any land
FREQUENCY:	Uncommon	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Day	Day	Day
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Animal (1)	Low (5-7)	Low to average (5-10)
TREASURE:	F	H	C, I
ALIGNMENT:	Nil	Neutral (evil)	Chaotic evil

NO. APPEARING:	1-4	1-2	1-2
ARMOR CLASS:	4	2	3
MOVEMENT:	6	6	9, Fl 15 (E)
HIT DICE:	6+1	10	7+3
THAC0:	15	11	13
NO. OF ATTACKS:	1	3	3
DAMAGE/ATTACK:	1-10	1-6/1-6/2-16	1-6/1-6/3-12
SPECIAL ATTACKS:	Gaze turns to stone	See below	See below
SPECIAL DEFENSES:	Nil	Surprised only on 1	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	M (7' long)	L (12' long)	H (15'-20' long,
MORALE:	Steady (12)	Champion (16)	Champion (15)
XP VALUE:	975	7,000	2,000



These reptilian monsters all have gazes able to turn to stone any fleshly creature. The gazes of all of these monsters extend into the Astral and Ethereal planes.

Basilisk

Although it has eight legs, its slow metabolic process enables it only slow movement. A basilisk is usually dull brown with a yellowish underbelly. Its eyes glow pale green.

Combat: While it has strong, toothy jaws, the basilisk's major weapon is its gaze. However, if its gaze is reflected so that the basilisk sees its own eyes, it will itself be petrified, but this requires light at least equal to bright torchlight and a good, smooth reflec-

tor. In the Astral plane its gaze kills, while in the Ethereal plane it turns victims to ethereal stone that can be seen only by those who are in that plane or who can see ethereal objects.

Greater Basilisk

The greater basilisk is a larger cousin of the more common reptilian horror, the ordinary basilisk. These monsters are typically used to guard treasure.

Combat: The monster can attack by raising its forebody, striking with its sharp claws, and biting with its toothy maw. The claws bear a weak poison (saving throws with a +4 bonus). Its foul breath is also poisonous, and all creatures within five feet of its mouth must roll successful saving throws vs. poison (with a +2 bonus) or die whenever they spend even a moment so exposed (check each round of exposure).

Even if a polished reflector is used under good light conditions, the chance for a greater basilisk to see its own gaze and be petrified is only 10%, unless the reflector is within 10 feet of the creature. (While its gaze weapon is effective to 50 feet, the creature's oddly-shaped eyes are nearsighted and it cannot see its own gaze unless it is within 10 feet.)

Dracolisk

The dracolisk is said to be the offspring of a rogue black dragon and a basilisk of largest size.

The result is a deep brown, dragon-like monster that moves with relative quickness on its six legs. It can fly, but only for short periods—a turn or two at most.

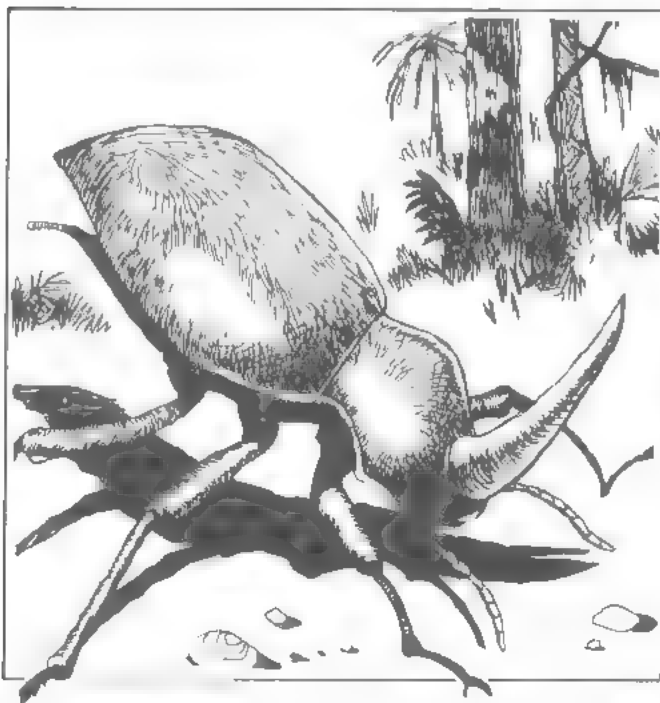
Combat: This horror can attack with its taloned forelegs and deliver vicious bites. In addition, it can spit a five-foot-wide stream of acid up to 30 feet away; this acid causes 4d6 points of damage, half-damage if a successful saving throw vs. breath weapon is rolled. The dracolisk can spit up to three times per day.

The eyes of a dracolisk can petrify any opponent within 20 feet if the monster's gaze is met. Because of its hooded eyes with nictating membranes, the monster is only 10% likely to be affected by its own gaze. Opponents meeting a dracolisk and seeking to avoid its gaze fight with a -4 penalty to their to attack rolls.

Beetle

CLIMATE/TERRAIN:	Bombardier Any forest	Boring Any land	Fire Any land	Rhinoceros Any jungle	Stag Any forest	Water Fresh water
FREQUENCY:	Common	Common	Common	Uncommon	Common	Common
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Day	Night	Night	Any	Any	Any
DIET:	Carnivore	Omnivore	Omnivore	Herbivore	Herbivore	Omnivore
INTELLIGENCE:	Non- (0)	Animal (1)	Non- (0)	Non- (0)	Non- (0)	Non- (0)
TREASURE:	Nil	C, R, S, T	Nil	Nil	Nil	Nil
ALIGNMENT:	Nil	Nil	Nil	Nil	Nil	Nil

NO. APPEARING:	3-12	3-18	3-12	1-6	2-12	1-12
ARMOR CLASS:	4	3	4	2	3	3
MOVEMENT:	9	6	12	6	6	3, Sw 9
HIT DICE:	2+2	5	1+2	12	7	4
THACO:	19	15	19	9	13	17
NO. OF ATTACKS:	1	1	1	2	3	1
DAMAGE/ATTACK:	2-12	5-20	2-8	3-18/2-16	4-16/1-10/1-10	3-18
SPECIAL ATTACKS:	Acid cloud	Nil	Nil	Nil	Nil	Nil
SPECIAL DEFENSES:	Firing cloud	Nil	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil	Nil	Nil
SIZE:	S (4' long)	L (9' long)	S (2 1/2' long)	L (12' long)	L (10' long)	M (6' long)
MORALE:	Elite (13)	Elite (14)	Steady (12)	Elite (14)	Elite (13)	Elite (14)
XP VALUE:	120	175	35	4,000	975	120



Giant beetles are similar to their ordinary counterparts, only thousands of times larger—insects with chewing mouthparts and hard wings that provide substantial armor protection.

As insects, beetles have two pairs of wings and three pairs of legs. Fortunately, the wings on a giant beetle cannot be used to fly, and in most cases, its six bristly legs do not enable it to move as fast as a fleeing man. The hard chitinous shells of several varieties of these beetles are brightly colored, and sometimes have value to art collectors. While these shells protect these beetles as well as plate mail armor, it is difficult to craft armor from them, and a skilled alchemist would need to be brought in on the job.

All beetles are basically unintelligent and always hungry. They feed on virtually any form of organic material, including other

sorts of beetles. They taste by means of their antennae or feelers; if the substance is organic, the beetle then proceeds to grasp it with its mandibles, crush it up, and eat it. Because of this thorough grinding, nothing actually eaten by giant beetles can be retrieved in any manner short of a wish. Beetles do not hear or see well, relying primarily on taste and feel.

Except as noted below, giant beetles are not really social animals: those that are found near each other are competitors for the same biological niche, not part of any family unit.

Bombardier Beetle

This beetle is usually found above ground in wooded areas. It feeds on offal and carrion primarily, gathering huge heaps of such material in which to lay its eggs.

Combat: If this beetle is attacked or disturbed, there is a 50% chance each round that it will turn its rear toward its attacker and fire off an 8' x 8' x 8' cloud of reeking, reddish acidic vapor from its abdomen. This cloud causes 3d4 points of damage per round to any creature within it. Furthermore, the sound caused by the release of the vapor has a 20% chance of stunning any creature with a sense of hearing within a 15-foot radius, and a like chance for deafening any creature within the 15-foot radius that was not stunned. Stunning lasts for 2d4 rounds, plus an additional 2d4 rounds of deafness after stunning. Deafening lasts 2d6 rounds. The giant bombardier can fire its vapor cloud every third round, but not more often than twice in eight hours.

Ecology: The bombardier action of this beetle is caused by the explosive mixture of two substances produced internally and then combined in a third organ. If a bombardier is killed before it has the opportunity to fire off both of its blasts, it is certainly possible to cut the creature open and retrieve these chemicals. The chemicals can then be combined to produce a small explosion, or to fire a projectile if the proper equipment is set up beforehand.

The chemicals also have value to an alchemist, who can use them in various preparations. These chemicals are worth 50 gp per dose.

Beetle

Boring Beetle

These beetles favor rotting wood and similar organic material upon which to feed, so they are usually found individually inside huge trees or en masse in unused tunnel complexes underground.

Combat: The large mandibles of these creatures are capable of a rather powerful bite, inflicting up to 20 points of damage to the victim.

Habitat/Society: These creatures are individually not of much greater intelligence than others of their kind, but it is rumored that groups develop a communal intelligence that generates a level of consciousness and reasoning ability approximating those of the human brain. This does not mean that each beetle has the intelligence of a human, but rather that collectively the entire nest has attained that level. In these cases, the beetles are apt to collect treasure and magical items from their victims.

Ecology: In tunnel complexes, boring beetles grow molds, slimes, and fungi substances for food, starting such cultures on various forms of decaying vegetable and animal matter and wastes. This activity often relies on the intelligence granted by the colony as a whole.

One frequent fungi grown is the shrieker, which serves a dual role. Not only is the shrieker a tasty treat for the boring beetle, but it also functions as an alarm when other visitors have entered the fungi farm. The boring beetles are quick to react to these alarms, dispatching the invaders, sometimes eating them, but in any case gaining fresh organic matter on which the shrieker and other saprophytic plants can feed.

Fire Beetle

The smallest of the giant beetles, fire beetles nevertheless are capable of delivering serious damage with their powerful mandibles. They are found both above and below ground, and are primarily nocturnal.

Combat: Despite its name, the fire beetle has no fire attacks whatsoever, relying instead on its large mandibles to inflict up to three times the damage of a dagger in a single attack.

Ecology: Fire beetles have two special glands above their eyes and one near the back of their abdomens. These glands give off a red glow. For this reason they are highly prized by miners and adventurers, as this luminosity persists for 1d6 days after the glands are removed from the beetle. The light shed illuminates a 10-foot radius.

The light from these glands is "cold"—it produces no heat whatsoever. Many mages and alchemists are eager to discover the secret of this cold light, which could be not only safe, but economical, with no parts to heat up and burn out, such a light source could conceivably last forever.

Rhinoceros Beetle

This uncommon monster inhabits tropical and subtropical jungles. It roams these regions searching for fruits and vegetation, crushing anything in its path. The horn of a giant rhinoceros beetle extends about six feet.

Combat: The mandibles of this giant beetle inflict 3d6 points of damage to anyone unfortunate enough to be caught in them; the tremendous horn is capable of causing 2d8 points of damage by itself.

Ecology: The shell of this jungle dweller is often brightly colored or iridescent. If retrieved in one piece, these shells are valuable to clerics of the Egyptian pantheon, who use them as giant scarabs to decorate temples and other areas of worship. It is a representation of this largest of all beetles that serves as the holy symbol for clerics of Apshai, the Egyptian god whose sphere of influence is said to include insects of every sort.

Stag Beetle

These woodland dwelling beetles are very fond of grains and similar growing crops, so they sometimes become highly bothersome and raid cultivated lands.

Combat: Like other beetles, they have poor sight and hearing, but they will fight if attacked or attack if they encounter organic material they consider food. The giant stag beetles two horns are usually not less than eight feet long; they inflict up to 10 points of damage each.

Ecology: The worst damage from a stag beetle raid is that done to livestock, which is stampeded off or devoured by the giant beetles.

Water Beetle

The giant water beetle is found only in fresh water no less than 30 feet deep.

Combat: As they are voracious eaters, these beetles prey upon virtually any form of animal but will eat almost anything. Slow and ponderous on land, they move very quickly in water. Giant water beetles hunt food by scent and vibration.

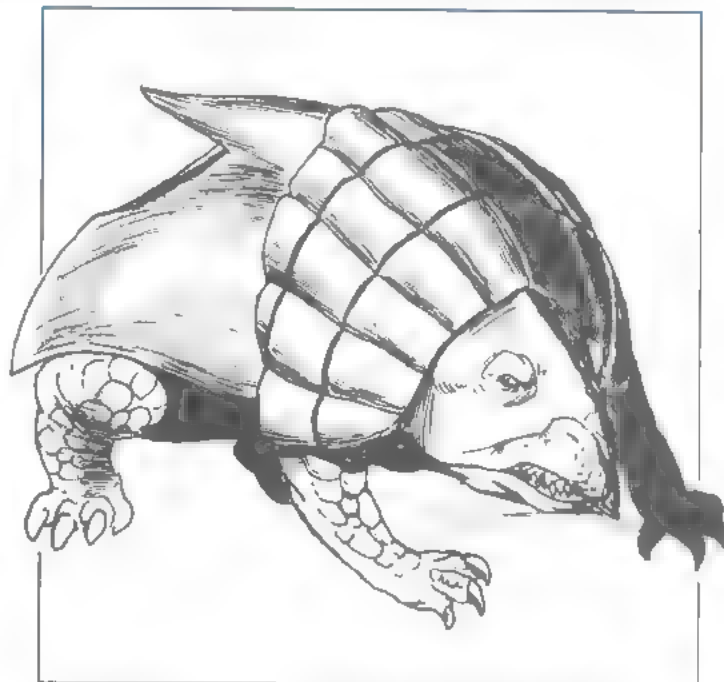
Habitat/Society: Water beetles sometimes inhabit navigable rivers and lakes, in which case they can cause considerable damage to shipping, often attacking and sinking craft to get at the tasty morsels inside.

Ecology: These beetles are air breathers, but manage to stay underwater for long periods of time by catching and holding a bubble of air beneath their giant wings and carrying it underwater, where it can be placed in a cave or other projection capable of holding the air.

Bulette

CLIMATE/TERRAIN:	Temperate/Any terrain
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivorous
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1-2
ARMOR CLASS:	-2/4/6
MOVEMENT:	14 (3)
HIT DICE:	9
THACO:	12
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	4-48/3-18/3-18
SPECIAL ATTACKS:	8' jump
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L 9½' tall, 12' long
MORALE:	Steady (11)
XP VALUE:	4,000



Aptly called a landshark, the bulette (pronounced Boo-lay) is a terrifying predator that lives only to eat. The bulette is universally shunned, even by other monsters.

It is rumored that the bulette is a cross between an armadillo and a snapping turtle, but this is only conjecture. The bulette's head and hind portions are blue-brown, and they are covered with plates and scales ranging from gray-blue to blue-green. Nails and teeth are dull ivory. The area around the eyes is brown-black, the eyes are yellowish and the pupils are blue green.

Combat: A bulette will attack anything it regards as edible. The only things that it refuses to eat are elves, and it dislikes dwarves. The bulette is always hungry, and is constantly roaming its territory in search of food. When burrowing underground the landshark relies on vibrations to detect prey. When it senses something edible (i.e., senses movement), the bulette breaks to the surface crest first and begin its attack. The landshark has a temperament akin to the wolverine—stupid, mean, and fearless. The size, strength, and numbers of its opponents mean nothing. The bulette always attacks, choosing as its target the easiest or closest prey. When attacking, the bulette employs its large jaw and front feet.

The landshark can jump up to eight feet with blinding speed, and does this to escape if cornered or injured. While in the air, the bulette strikes with all four feet, causing 3d6 points of damage for each of the rear feet as well. The landshark has two vulnerable areas: the shell under its crest is only AC 6 (but it is only raised during intense combat), and the region of the bulette's eyes is AC 4, but this is a small oval area about eight inches across.

Habitat/Society: Fortunately for the rest of the world, the bulette is a solitary animal, although mated pairs (very rare) will share the same territory. In addition, other predators rarely share a territory with a landshark for fear of being eaten. The bulette has no lair, preferring to wander over its territory, above and below ground, burrowing down beneath the soil to rest. Since their appetites are so voracious, each landshark has a large territory that can range up to 30 square miles.

Bulettes consume their victims, clothing, weapons and all, and the powerful acids in the stomach quickly digest the armor, weap-

ons, and magical items of their victims. They are not above nibbling on chests or sacks of coins either, the bulette motto being eat first and think later. When everything in the territory is eaten, the bulette will move on in search of a new territory. The sole criteria for a suitable territory is the availability of food, so a bulette will occasionally stake out a new territory near human and halfling territories and terrorize the residents.

Very little is known of the life cycle of the bulette. They presumably hatch from eggs, but no young have ever been found, though small landsharks of 6 Hit Dice have been killed. It may be that the bulette is hatched from very small eggs, with few young surviving to maturity. Still, other sages theorize that the bulette bears live young. There is also evidence that the bulette, like carp and sharks, grow larger as they get older, for unusually large landsharks of 11 feet tall and taller have been seen. Certainly no one has ever come upon the carcass of a bulette that died of old age.

Ecology: The bulette has a devastating effect on the ecosystem of any area it inhabits. Literally nothing that moves is safe from it—man, animal, or monster. In the process of hunting and roaming, the landshark will uproot trees of considerable size. In hilly and rocky regions, the underground movements of the bulette can start small landslides. Ogres, trolls, and even some giants all move off in search of greener and safer pastures when a bulette appears. A bulette can turn a peaceful farming community into a wasteland in a few short weeks, for no sane human or demihuman will remain in a region where a bulette has been sighted.

There is only one known benefit to the existence of the bulette. The large plates behind its head make superb shields, and dwarven smiths can fashion them into shields of +1 to +3 in value. Some also claim that the soil through which a bulette has passed becomes imbued with magical, rock-dissolving properties. Many would argue, however, that these benefits are scarcely worth the price.

Bullywug

CLIMATE/TERRAIN:	Tropical, subtropical, and temperate/Swamp
FREQUENCY:	Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low to average (5-10)
TREASURE:	J, K, M, Q, (x5); C in lair
ALIGNMENT:	Chaotic evil

NO. APPEARING:	10-80
ARMOR CLASS:	6 (better with armor)
MOVEMENT:	3 Sw 15 (9 in armor)
HIT DICE:	1
THAC0:	19
NO. OF ATTACKS:	3 or 1
DAMAGE/ATTACK:	1-2/1-2/2-5 or by weapon
SPECIAL ATTACKS:	Hop
SPECIAL DEFENSES:	Camouflage
MAGIC RESISTANCE:	Nil
SIZE:	S to M (4'-7')
MORALE:	Average (10)
XP VALUE:	65

The bullywugs are a race of bipedal, frog-like amphibians. They inhabit swamps, marshes, meres, or other dank places.

Bullywugs are covered with smooth, mottled olive green hide that is reasonably tough, giving them a natural AC of 6. They can vary in size from smaller than the average human to about seven feet in height. Their faces resemble those of enormous frogs, with wide mouths and large, bulbous eyes; their feet and hands are webbed. Though they wear no clothing, all bullywugs use weapons, armor, and shields if they are available. Bullywugs have their own language and the more intelligent ones can speak a limited form of the common tongue.

Combat: Bullywugs always attack in groups, trying to use their numbers to surround their enemies. Whenever they can, bullywugs attack with their hop, which can be up to 30 feet forward and 15 feet upward. When attacking with a hop, bullywugs add a +1 bonus to their attack (not damage) rolls, and double the damage if using an impaling weapon. This skill, combined with their outstanding camouflage abilities, frequently puts the bullywugs in an ideal position for an ambush (-2 penalty to opponent's surprise rolls).

Habitat/Society: More intelligent than frogs, all bullywugs live in organized or semi-organized socially fascist groups, cooperating for the purpose of hunting and survival. They live primarily on fish and any other game, preferring a diet of meat. They are adept hunters and fishermen, and skilled in the use and construction of snares and nets.

Bullywug society is a savage one. Males are the dominant sex, and females exist only to lay eggs. Though females and young make up about one-half of any tribe, they count for little in the social order. The only signs of respect that bullywugs ever bestow are toward their leader and their bizarre frog god. The race is chaotic evil, and totally lacking in any higher emotions or feelings.

The leader of a bullywug community is a large individual with 8 hit points. Communities of 30 or more bullywugs have five subleaders (8 hp each) and a powerful leader (2 HD, 12+ hp, +1 to damage). Communities of 60 or more bullywugs have a chieftain (3 HD, 20+ hp, +2 to damage) and five subchieftains (2 HD, 12+ hp, +1 to damage).



All bullywugs favor dank, dark places to live, since they must keep their skin moist. Most bullywugs live in the open and maintain only loose territorial boundaries. Ordinary bullywugs do not deal with incursions into their territory very efficiently, but they kill and eat interlopers if they can. They hate their large relatives (advanced bullywugs, see below) with a passion, and make war upon them at every opportunity. Bullywugs prize treasure, though it benefits them little. They value coins and jewels, and occasionally a magical item can be found amongst their hoard.

On an individual level, bullywugs lack the greed and powerlust seen in the individuals of other chaotic races, such as orcs. Fighting among members of the same group, for example, is almost nonexistent. Some would say that this is because they lack the intelligence to pick a fight, and not from a lack of spite. The tribes are lead by the dominant male, who kills and eats the previous leader when it is too old to rule. This is one of the few instances when they fight among themselves.

Ecology: Bullywugs tend to disrupt ecosystems, rather than fill a niche in them. They do not have the intelligence to harvest their food supplies sensibly and will fish and hunt in an area until its natural resources are depleted, and then move on to a new territory. They hate men, and will attack them on sight, but fortunately prefer to dwell in isolated regions far from human beings.

Bullywug, Advanced

A small number of bullywugs are larger and more intelligent than the rest of their kind. These bullywugs make their homes in abandoned buildings and caves, and send out regular patrols and hunting parties. These groups tend to be well equipped and organized, and stake out a regular territory, which varies with the size of the group. They are more aggressive than their smaller cousins, and will fight not only other bullywugs but other monsters as well. The intelligent bullywugs also organize regular raids outside their territory for food and booty, and especially prize human flesh. Since they are chaotic evil, all trespassers including other bulwugs, are considered threats or sources of food.

For every 10 advanced bullywugs in a community, there is a 10% chance of a 2nd-level shaman being present.

Crocodile

	Crocodile	Giant Crocodile
CLIMATE/TERRAIN:	Subtropical and tropical/ Saltwater swamps and rivers	
FREQUENCY:	Common	Very rare to common
ORGANIZATION:	Nil	Nil
ACTIVITY CYCLE:	Day	Day
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Animal (1)	Animal (1)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral

NO. APPEARING:	3-24	1 to 2-12
ARMOR CLASS:	5	4
MOVEMENT:	6, Sw 12	6, Sw 12
HIT DICE:	3	7
THAC0:	16	13
NO. OF ATTACKS:	2	2
DAMAGE/ATTACK:	2-8/1-12	3-18/2-20
SPECIAL ATTACKS:	Nil	Nil
SPECIAL DEFENSES:	Surprise	Surprise
MAGIC RESISTANCE:	Nil	Nil
SIZE:	L (8'-15' long)	H (21'-30' long)
MORALE:	Average (9)	Steady (11)
XP VALUE:	65	975

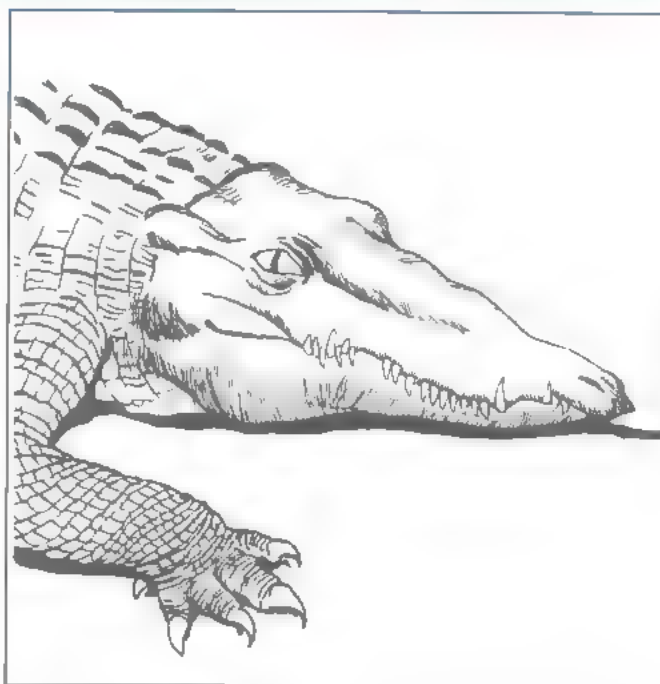
The crocodile is a large, dangerous predatory reptile native to tropical and subtropical climes. It spends most of its time submerged in swamps, rivers, or other large bodies of water.

The crocodile is one of the most feared and ugliest predators of the tropics. It has a long, squat body, ranging in size from a scant foot to well over ten feet long. Most mature specimens range from eight to 15 feet long, and some even larger. Many sages argue that crocodiles never stop growing. The crocodile has a long jaw filled with sharp, conical teeth. The powerful maw is superbly adapted for dragging prey beneath the water and dismembering it. Its four short legs are very powerful, and can propel the crocodile rapidly through the water and over the land. Its long tail is also very strong and is sometimes used on land to unbalance its foes.

The crocodile is covered with a tough horny hide, which blends in very well with the surrounding water. Its eyes and nose are placed so that when the crocodile floats, only they remain above water, enabling the beast to spot and ambush prey. The crocodile is adept at floating through the water and remaining quite still, presenting the illusion that it is nothing more than a floating log.

Combat: Ever voracious, hungry crocodiles will attack anything that looks edible, including men. They prefer to lie in wait for their prey (2 penalty to opponent's surprise roll) and are exceedingly sensitive to movements in the water. They have been known to swiftly and silently swim up to the shore and seize a man, dragging him below the surface of the water. They prefer to attack with their powerful jaws, causing 2d4 points of damage, and lash with their tails for 1d12 points of damage. Crocodiles will fight among themselves for any prey they seize in their jaws, sometimes tearing their victim to pieces. The only thing that can slow a crocodile is cold. They become slow and sluggish (reduced to 50% of their normal movement) when the temperature falls below 40° F.

Habitat Society: Crocodiles sometimes congregate in large numbers, but they are not by nature sociable, nor do they cooperate in hunting. They have well-concealed lairs and will often drag their prey to their lairs before eating it. When a tasty morsel comes its way, a group of crocodiles will go into a feeding frenzy, each attempting to get a part of the feast. They hunt almost daily,



primarily in the water, rarely on land. Their tastes are broad: fish, men, small mammals, aquatic birds, and even a careless lion has occasionally been known to fall into their grasp. Hungry crocodiles will sometimes upend boats to see what falls out.

Crocodiles mate once a year, and the female lays a clutch of about 60 eggs, carefully burying them in the sand. Unlike many other reptiles, the female carefully guards her eggs, protecting them from other predators. When the time comes for the eggs to hatch, the mother assists by digging the eggs out of the sand. The newly hatched young are thrown entirely on their own resources to survive. Very few of the young survive to maturity.

Swamps and rivers are not the only abode of the crocodile. In recent years there have been dreadful rumors that some of these reptiles have made their homes in the sewers of cities in tropical regions, living on waste and carrion.

Ecology: The crocodile is a formidable predator and has little competition for food from other water creatures. One of the few monsters that can compete with it is the dragon turtle. Even on the riverbanks it has little to fear from rival predators, most would prefer not to tangle with a crocodile. The only predator that the crocodile need fear is man, who hunts it for its tough hide, which can be transformed into a beautiful gleaming leather. Crocodiles are also hunted to eliminate the danger that they represent to riverside communities.

Giant Crocodile

These creatures are far rarer than their smaller cousins. They attain sizes from 21 to 30 feet long, and they also continue to grow until death. Giant crocodiles typically inhabit salt water or prehistoric settings, where they have been known to prey upon sharks, small whales, and small seagoing crafts, such as fishing boats. When attacking a small boat, their favorite technique is to ram it, attempting to capsize and smash it open with their huge jaws. They have been known to gorge upon the catch within the fishing boats, and then to swim away, leaving the fishermen unharmed.

Crustacean, Giant

CLIMATE/TERRAIN:	Giant Crab Any seashore	Giant Crayfish Temperate/ Freshwater rivers
FREQUENCY:	Rare	Uncommon
ORGANIZATION:	Nil	Nil
ACTIVITY CYCLE:	Any	Any
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Non- (0)	Non- (0)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral

NO. APPEARING:	2-12	1-4
ARMOR CLASS:	3	4
MOVEMENT:	9	6, Sw 12
HIT DICE:	3	4+4
THACO:	16	15
NO. OF ATTACKS:	2	2
DAMAGE/ATTACK:	2-8, 2-8	2-12/2-12
SPECIAL ATTACKS:	Nil	Nil
SPECIAL DEFENSES:	Surprise	Surprise
MAGIC RESISTANCE:	Nil	Nil
SIZE:	L (8'-15')	L (8' + long)
MORALE:	Elite (13)	Elite (13)
XP VALUE:	65	125

Giant crustaceans are peculiar mutations of crabs and freshwater crayfish. The first inhabits saltwater regions, while the latter is found only in fresh water.

Giant Crabs

Giant crabs look just like regular crabs except for their enormous size. They come in a variety of colors, such as reds, browns, and grays. They have eyes set on stalks, which enables them to see around corners and onto ledges. Their bodies are covered by a large, chitinous shell. Crabs are distinguished by their scuttling, sideways mode of locomotion.

Combat: Always hungry, crabs prefer to sneak up upon their prey (-3 penalty to opponent's surprise roll) and catch it in their pincers, dismembering and eating it. A successful attack by the pincers causes 2d4 points of damage. Once they have caught something edible, they stop to eat it, unless they are attacked. If a crab finds its meal in question, it attempts to scuttle off with the prize, perhaps to its den.

Habitat Society: The giant crab lives on the shoreline, searching beaches for food and venturing into the water in search of fish and other aquatic life. It is well adapted to this sort of life, since it is able to breathe both air and water. Giant crabs frequently feed on large dead fish and other carrion washed up on the shore. They operate equally well on land and in the water. Giant crabs sometimes burrow into the sand during the day, emerging only at dusk and dawn to feed. At these times the beach is alive not only with the giant crabs, but with their tiny cousins as well. The giants may also hunt during the day and night.

The crab exists only on the most basic instinctive level, and is interested solely in survival. The crabs mate in the autumn and males attempt to mate with as many females as they can. Females bury their eggs in the sand. The eggs hatch the following spring; few hatchlings survive to reach maturity. Nature has forced the giant crabs to become flexible eaters, always willing to try new food sources.

Ecology: The giant crab performs a useful ecological function in keeping the seashores free of large carrion that would otherwise



rot. On the shore, it is hunted by the ultimate predators—humans and demihumans—for its superb meat and hard chitinous shell, which is prized by some for making armor and shields.

Giant Crayfish

The crayfish is essentially a freshwater lobster. It has a similar multi-plated shell, numerous legs, eyes set on stalks, and two wicked pincers. The giant crayfish is muddy brown or sand-colored, depending upon the color of the river bottom it inhabits. Some say that the giant crayfish, like the lobster, keeps growing as it gets older; certain sages even argue that the giant crayfish is really the same species as the ordinary crayfish, merely an extremely old specimen.

Combat: Like the crab, the crayfish prefers to ambush its prey (-2 penalty to opponent's surprise roll). It sits quietly on the river bottom, waiting and then rushes forth to seize its food in its pincers. The giant crayfish does not normally represent a danger to adventurers, since it inhabits only deep rivers and spends all of its time on the river bottom. It would therefore only attack adventurers who were swimming along the river bottom, and then only if they came within its range. An attack by a giant crayfish's pincers inflicts 2d6 points of damage. The crayfish prefers to drag its catch back to its watery lair and eat in peace. Its shell is very tough, giving the creature AC 4.

Habitat Society: The giant crayfish inhabits only wide and deep rivers, and feeds almost exclusively upon bottom-dwelling fish. Due to its great size, it can easily prey on such fish as sturgeon, carp, and large eels. It is voracious and spends most of its time hunting. On the whole it rarely crosses paths with adventurers, but it does compete with river fishermen.

Ecology: The giant crayfish is considered a delicacy by other creatures, which perhaps accounts for its rarity. Nixies especially prize the meat of the giant crayfish. Dragon turtles, giant snapping turtles, merrows, giant otters, gar, giant pike, and storm giants are just some of the monsters that hunt the giant crayfish. It is very far from being the top predator in its food chain, and must fight for its survival.

Dolphin

CLIMATE/TERRAIN:	Any saltwater
FREQUENCY:	Uncommon
ORGANIZATION:	School
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	Nil
ALIGNMENT:	Lawful good

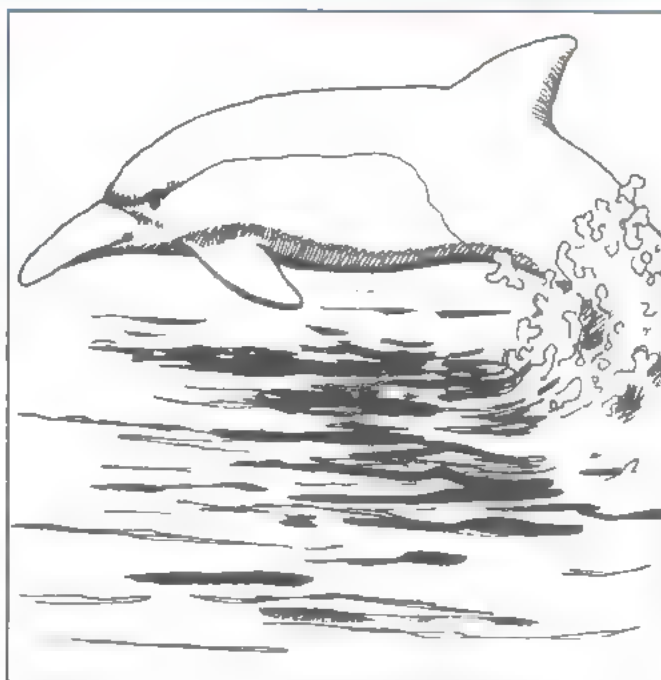
NO. APPEARING:	2-20
ARMOR CLASS:	5
MOVEMENT:	30
HIT DICE:	2 + 2
THACO:	.6
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-8
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Save as 4th-lvl fighter
MAGIC RESISTANCE:	Nil
SIZE:	M (5'-6' long)
MORALE:	Steady (11)
XP VALUE:	65

Dolphins are intelligent seagoing mammals.

While all dolphins share a variety of common traits, the species comes in a variety of shapes and sizes. Their long, compact bodies are superbly adapted to the aquatic environment, and dolphins are among the most powerful swimmers in the oceans. All breeds of dolphins have a large fin on their backs, two flippers, a powerful tail, jaws filled with many sharp teeth, a blow hole, and are five to six feet long. Most common and well-known are the gray, or bottle-nosed dolphins, so named for their gray skin and bottle-shaped snouts. Other varieties have two-toned blue and gray coloring. The species communicates through an intricate speech consisting of high-pitched sounds, some out of the range of human hearing.

Combat: Inherently peaceful, dolphins will generally attack only if threatened. Unless outnumbered 2 to 1, dolphins always attack sharks. Whether attacking a foe or defending their school, dolphins fight as an organized unit, responding to commands from their leader. They fight with special vehemence to protect their young, and a select number of dolphins may sometimes engage in a holding action, sacrificing themselves so that the remainder of the school can swim to safety.

Habitat/Society: Dolphins are completely carnivorous, living on a diet of fish. Though they can remain submerged for several minutes at a time, they must surface regularly to breathe. Unlike most mammals, breathing is a conscious, rather than unconscious action on the part of dolphins; in other words, they literally must remember to breathe. Newborn dolphins are assisted to the surface to breathe by their mothers and a female dolphin midwife. Dolphins are by nature playful, good-tempered, and lawful good, despising evil creatures. Most roam the oceans in schools, numbering as large as 20 dolphins, swimming where their fancy suits them. They never fight among themselves or with other breeds of dolphins. Dolphins are famous for the great pleasure they take in life; when swimming they often perform dazzling aquatic stunts, leaping in and out of the water in a spectacular fashion. They will also play with objects that they find and enjoy games. Dolphins sometimes follow ships, entertaining the crews and passengers with their antics.



About 10% of all dolphins live in organized communities. These groups have 1d4+1 swordfish (AC 6, move 24, 1+1 Hit Dice, 2d6 points of damage/attack) or 1-3 narwhales (AC 6, move 21, 4+4 Hit Dice, 2d12 points of damage/attack) as guards, depending on the climatic region. If a community is found, there is a 75% possibility that there are 1d4 additional communities of dolphins within a five-mile radius. These organized communities of dolphins do not tolerate the presence of evil sea creatures in their domain, and if necessary enlist the aid of nomadic schools of dolphins to drive out evil creatures. Any region inhabited by dolphin communities is also shark and killer whale free.

Dolphins are highly intelligent and take a benign, distant interest in human doings. They will always help humans in distress, guiding them to the shore and keeping the sharks at bay. Certain solitary dolphins, known as rogues, have been known to form closer attachments to humans, accompanying them in a friendly fashion on swimming and fishing expeditions. These rogues often play dolphin games with their human companions. Dolphins are far more valuable to men in other respects. Friendly dolphins have warned sailors of the approach of pirate ships and the intentions of evil sea creatures. More than one ship owes its safe arrival in port to the timely intercession and warning of dolphins. They have come to men's aid when their ships were attacked by mer-men and sahuagin. Dolphins have been known to raid sahuagin communities and destroy their eggs, for dolphins perceive these monsters as a threat to their safety.

Ecology: The dolphin is both a hunter and hunted in its marine world. Sharks and other large evil sea creatures hunt the dolphin with enthusiasm. Despite its many enemies, the dolphin has many distinct advantages that enable it to survive and even flourish. Not only is it a strong, swift swimmer, but its intelligence and organized lifestyle are highly effective defenses against its enemies.

Doppelganger

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	E
ALIGNMENT:	Neutral

NO. APPEARING:	3-12
ARMOR CLASS:	5
MOVEMENT:	9
HIT DICE:	4
THACO:	15
NO. OF ATTACKS:	1
DAMAGE ATTACK:	1-12
SPECIAL ATTACKS:	Surprise
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	M
MORALE:	Elite (13)
XP VALUE:	975



The doppelganger is a master of mimicry that survives by taking the shapes of men, demihumans, and humanoids.

Doppelgangers are bipedal and generally humanoid in appearance. Their bodies are covered with a thick, hairless gray hide which gives them a natural AC of 5. They are, however, rarely seen in their true forms.

Combat: This monster is able to assume the shape of any humanoid creature between four and eight feet high. The doppelganger chooses a victim, duplicates his form, and then attempts to kill the original and assume his place. The doppelganger is able to use ESP and can imitate its victim with 90% accuracy, even duplicating the victim's clothing and equipment. If unsuccessful in taking its victim's place, the doppelganger attacks, relying on the ensuing confusion to make it indistinguishable from its victim. A doppelganger is immune to *sleep* and *charm* spells and rolls as if he was a 10th-level fighter.

Doppelgangers work in groups and act together to ensure that their attacks and infiltrations are successful. They are very intelligent and usually take the time to plan their attacks with care. If a group of the monsters spots some potential victims, the doppelgangers often trail their targets, waiting for a good chance to strike, choosing their time and opportunity with care. They may wait until nightfall, or until their victims are alone, or even follow them to an inn.

Habitat/Society: Doppelgangers are rumored to be artificial beings that were created long ago by a powerful wizard or godling. They were originally intended to be used as spies and assassins in an ancient, highly magical war. Their creator died long ago, but they live on, still working as spies for evil powers, thieves, and government. They have even been known to work as assassins.

All doppelgangers belong to a single tribe. Although this is rare, groups of doppelgangers can be found anywhere at any time and in unexpected locations. Working as a unit, they select a group of victims, such as a family or a group of travelers. Basically lazy, doppelgangers find it easier to survive and live comfortably by taking humanoid, and especially human, shape. They prefer to take the form of someone comfortably provided for, and shun assuming the form of hardworking peasants. Since they are

only 90% accurate in their mimicry, most doppelgangers are eventually discovered and driven out, and then forced once more to assume a new shape.

Doppelgangers are found most often in their true forms in a dungeon or the wilderness. Groups often set up a lair in an area well-suited to ambush and surprise, patrolling a regular territory. These bands make a good living by attacking weak humanoid monsters or travelers and stealing their food and treasure. If food and treasure are scarce, they hire out to a powerful wizard or thieves' guild.

A doppelganger who has been hired to replace a specific person will plan its attack with special care, learning as much about the victim and his environment as it can.

The doppelgangers' weaknesses are greed and cowardice. They spend their lives in avid pursuit of gold and other wealth. If attacking a group of adventurers, for example, they often choose the richest-looking one to attack first. If they target a party of adventurers, the doppelgangers wait until the party is on the way out of the dungeon and heading back to town. Since they are cowardly, however, they prefer to take the easiest route toward riches. A doppelganger who chooses a rich adventurer avoids risks once the treasure is safely in hand, and retreats at the earliest opportunity, making some plausible excuse for separating from the human members of the group. They sometimes hire out as spies and assassins for money as well.

Ecology: Doppelgangers are sophisticated and dangerous parasites, living off the labors of others. They must also be reckoned with as clever and effective spies and assassins who can wreak political mayhem in positions of power. Evil wizards have on rare occasions controlled entire kingdoms for short periods of time by replacing a king, prince, or councilor with a doppelganger.

Dragonne

CLIMATE/TERRAIN:	Warm temperate to tropical/ Hills and desert
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Dusk to dawn
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	B, S, T
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	6/2
MOVEMENT:	15, Fl 9 (E)
HIT DICE:	9
THAC0:	12
NO. OF ATTACKS:	3
DAMAGE ATTACK:	1-8/1-8/3-18
SPECIAL ATTACKS:	Roar
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (5' at shoulder)
MORALE:	Champion (15)
XP VALUE:	5,000

Possessing some of the most dangerous qualities of a lion and a brass dragon, the dragonne is a vicious and deadly hunter, and a threat to many who travel in warmer climates.

From a distance, a dragonne looks much like a giant lion with the one very notable exception of the pair of small, brass-colored wings that stretch from the creature's shoulders. Upon closer inspection, other differences between the dragonne and its feline ancestor become apparent, too. The dragonne is covered with thick, brass-colored scales, much like a brass dragon, and its mane is much thicker and made of far coarser hair than a lion's. The beast also possesses huge claws and fangs, and large eyes, usually brass-colored like its scales. Dragonnes do not have their own language. Instead, they speak the languages of brass dragons and sphinxes.

Combat: Dragonnes usually attack first with their front claws, inflicting 1d8 points of damage with each set, and their terrible jaws inflicting 3d6 points of damage. This is usually enough to slay most of the creatures the dragonne encounters. If a dragonne is in combat with an especially deadly opponent, or is wounded in a battle with a lesser opponent, however, it will use its deadly roar.

A dragonne's roar causes *weakness* (due to fear) in all creatures within 120 feet of the monster, unless they roll successful saving throws vs. paralyzation. Those creatures that save are not affected, but those that fail to save lose 50% of their Strength for 2d6 rounds. Worse still, any creature within 30 feet of the dragonne when it roars are deafened for 2d6 rounds. No save is possible against the deafening aspect of the dragonne's roar, and all affected creatures cannot hear any sound and fight with a -1 penalty to attack rolls (due to disorientation).

The dragonne's roar is like a dragon's breath weapon in that it can only be used three times a day. Creatures within the range of the dragonne's roar must roll saving throws vs. fear each time they hear it. Once a creature is deafened, however, it cannot hear the dragonne's roar, and need not save against it, until the 2d6 rounds of temporary deafness are over.

Although a dragonne's wings are useful only for short periods of time, carrying the creature for only 1-3 turns at a time, the dragonne uses its wings very effectively in battle. If any creatures at-



tempt to charge the dragonne or encircle it, the dragonne simply takes to the air and finds a more defensible position. The dragonne prefers not to fight in the air, as it is very slow and maneuvers poorly compared to most flying creatures. It can fight with its claws and bite, and even its roar, when airborne, so it remains almost as deadly in the air as on the ground.

Habitat Society: Dragonnes prefer to dwell in rocky foothills and deserts. They take large, natural caves for their lairs and store their small amounts of treasure, usually taken from slain adventurers, in loose piles around their rocky homes. Their territories are usually very large, as they generally inhabit desolate areas.

They cannot bear the company of other dragonnes, and the creatures are found in pairs only during their brief mating season, late in the autumn. Dragonnes lay eggs, like their reptilian ancestors, and only one egg is produced a year by any dragonne. The female raises this young dragonne for one year, after which time even a mother and her young will be unfriendly if they meet. Male dragonnes are always antagonistic toward each other.

In fact, dragonnes get along with very few creatures, and are considered a menace by most sentient races. More than anything, however, dragonnes wish to be left alone to hunt.

Ecology: The dragonne prefers herd animals like goats for food, especially since they don't fight back as fiercely as humans. It only attacks a human or demihuman for food if no other game is available.

Dragonnes are not necessarily aggressive toward strangers, and the creature's reputation as a mindless devourer of helpless travelers is more the product of ignorance than well-researched fact. A dragonne will almost always attack any creature that invades its lair or threatens its territory. This means that adventurers who stumble across a dragonne's cave or settlers who decide to build in a dragonne's territory are often subject to fierce and immediate attack. Creatures not threatening the dragonne's lair or simply passing through its territory are usually left alone. Though the dragonne's intelligence is low, it can tell the difference between a harmless traveler and a potentially troublesome settler.

Dryad

CLIMATE/TERRAIN:	Secluded oak groves
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Herbivore
INTELLIGENCE:	High (13-14)
TREASURE:	M (x 100), Q (x 10)
ALIGNMENT:	Neutral

NO. APPEARING:	1 or 1-6
ARMOR CLASS:	9
MOVEMENT:	12
HIT DICE:	2
THACO:	16
NO. OF ATTACKS:	1
DAMAGE ATTACK:	1-4 (knife)
SPECIAL ATTACKS:	Charm
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	50%
SIZE:	M (5' tall)
MORALE:	Steady (12)
XP VALUE:	975

Dryads are beautiful, intelligent tree sprites. They are as elusive as they are alluring, however, and dryads are rarely seen unless taken by surprise—or they wish to be spotted.

The dryad's exquisite features, delicate and finely chiseled, are much like an elf maiden's. Dryads have high cheek bones and amber, violet, or dark green eyes. A dryad's complexion and hair color changes with the seasons, presenting the sprite with natural camouflage. During the fall, a dryad's hair turns golden or red, and her skin subtly darkens from its usual light tan to more closely match her hair color. This enables her to blend with the falling leaves of autumn. In winter, both the dryad's hair and skin are white, like the snows that cover the oak groves. When encountered in a forest during fall or winter, a dryad is often mistaken for an attractive maid, probably of elvish descent. No one would mistake a dryad for an elf maid during the spring and summer, however. At these times of year, a dryad's skin is lightly tanned and her hair is green like the oak leaves around her.

Dryads often appear clothed in a loose, simple garment. The clothing they wear is the color of the oak grove in the season they appear. They speak their own tongue, as well as the languages of elves, pixies, and sprites. Dryads can also speak with plants.

Combat: Dryads are shy, nonviolent creatures. They rarely carry weapons, but they sometimes carry knives as tools. Though a dryad can use this as a weapon in a fight, she will not resort to using a knife unless seriously threatened.

Dryads have the ability to throw a powerful *charm person* spell three times a day (but only once per round). This spell is so powerful that targets of the spell suffer a -3 penalty to their saving throws. A Dryad always uses this spell if seriously threatened, attempting to gain control of the attacker who could help her most against his comrades. Dryads will only attempt to charm elves as a last resort because of their natural resistance to this type of spell.

The dryad's use of her ability to charm is not limited to combat situations, however. Whenever a dryad encounters a male with a Charisma of 16 or more, she usually tries to charm him. Charismatic victims of a dryad's attentions are taken to the tree sprite's home, where the men serve as amorous slaves to their beautiful captors. There is a 50% chance that a person charmed and taken



away by a dryad will never return. If he does escape from the dryad's charms, it will be after 1d4 years of captivity.

This tree sprite also has two other powers that are very useful in defense. Unless surprised, a dryad has the ability to literally step through a tree and then *dimension door* to the oak tree she is part of. She can also speak with plants (as the 4th-level priest spell). This enables the dryad to gather information about parties traveling near her tree, and even to use vegetation to hinder potential attackers.

Habitat Society: Some legends claim that dryads are the animated souls of very old oak trees. Whether this is really the case, it is true that dryads are attached to a single, very large oak tree in their lifetimes and cannot, for any reason, go more than 360 yards from that tree. If a dryad does wander farther away, she becomes weak and dies within 6d6 hours unless returned to her home. The oak trees of dryads do not radiate magic, but someone finding a dryad's home has great power over her. A dryad suffers damage for any damage inflicted upon her home tree. Any attack on a dryad's tree will, of course, bring on a frenzied defense by the dryad.

Although dryads are generally very solitary, up to six have been encountered in one place. This is rare, however. All this really means is that a number of dryad oaks are within 100 yards of one another and the dryads' paths cross. These dryads may come to each other's aid, but never really gather socially. Any treasure owned by a tree sprite is hidden close to her home tree. The gold and gems that make up a dryad's treasure are almost always the gifts of charmed adventurers.

These tree sprites realize that most humans and demihumans fear them for their ability to charm, so dryads only deal with strangers on rare occasions. When approached carefully, however, dryads have been known to aid adventurers. They are a useful source of information, too, as they know a great deal about the area in which they live.

Ecology: Dryads are staunch protectors of the forest and groves in which they reside. Any actions that harm the area, and especially its plant life, are met with little tolerance.

Dwarf

	Hill	Mountain
CLIMATE/TERRAIN:	Subarctic to subtropical rocky hills	Subarctic to subtropical mountains
FREQUENCY:	Common	Common
ORGANIZATION:	Clans	Clans
ACTIVITY CYCLE:	Any	Any
DIET:	Omnivorous	Omnivorous
INTELLIGENCE:	Very (11-12)	Very (11-12)
TREASURE:	M (x5) (G, Qx20, R)	M (x5) (G, Qx20, R)
ALIGNMENT:	Lawful good	Lawful good

NO. APPEARING:	40-400	40-400
ARMOR CLASS:	4 (10)	4 (10)
MOVEMENT:	6	6
HIT DICE:	1	1+1
THACO:	20	20
NO. OF ATTACKS:	1	1
DAMAGE ATTACK:	1-8 (weapon)	1-8 (weapon)
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	See below	See below
SIZE:	S to M (4' and taller)	M (4 1/2' and taller)
MORALE:	Elite (13-14)	Elite (13-14)
XP VALUE:	175	270

Dwarves are a noble race of demihumans who dwell under the earth, forging great cities and waging massive wars against the forces of chaos and evil. Dwarves also have much in common with the rocks and gems they love to work, for they are both hard and unyielding. It's often been said that it's easier to make a stone weep than it is to change a dwarf's mind.

Standing from four to 4 1/2 feet in height, and weighing 130 to 170 pounds, dwarves tend to be stocky and muscular. They have ruddy cheeks and bright eyes. Their skin is typically deep tan or light brown. Their hair is usually black, gray, or brown, and worn long, though not long enough to impair vision in any way. They favor long beards and mustaches, too. Dwarves value their beards highly and tend to groom them very carefully. Dwarves do not favor ornate stylings or wrappings for their hair or their beards.

Dwarven clothing tends to be simple and functional. They often wear earth tones, and their cloth is considered rough by many other races, especially men and elves. Dwarves usually wear one or more pieces of jewelry, though these items are usually not of any great value or very ostentatious. Though dwarves value gems and precious metals, they consider it in bad taste to flaunt wealth.

Because dwarves are a sturdy race, they add 1 to their initial Constitution ability scores. However, because they are a solitary people, tending toward distrust of outsiders and other races, they subtract 1 from their initial Charisma ability scores. Dwarves usually live from 350 to 450 years.

Dwarves have found it useful to learn the languages of many of their allies and enemies. In addition to their own languages, dwarves often speak the languages of gnomes, goblins, kobolds, orcs, and the common tongue, which is frequently used in trade negotiations with other races.

Combat: Dwarves are courageous, tenacious fighters who are ill-disposed toward magic. Dwarves never use magical spells or train as wizards, though they can become priests and use the spells of this group. Because of their nonmagical nature, in fact, dwarves get a special bonus to all saving throws against magical wands, staves, rods, and spells. Dwarves receive a +1 bonus to



saving throws against these magical attacks for every 3 1/2 points of Constitution score they have. See Table 9 on page 21 of the *Player's Handbook* for specific bonuses.

A dwarf's nonmagical nature can also cause problems when he tries to use a magical item. In fact, if a dwarf uses a magical item that is not specifically created for his class, there is a 20% chance the item malfunctions. For example, if a dwarven fighter uses a *bag of holding* which can be used by any class, not just fighters—there is a 20% chance each time the dwarf uses it that the bag does not work properly. This chance of malfunction applies to rods, staves, wands, rings, amulets, potions, horns, jewels, and miscellaneous magic. However, dwarves have learned to master certain types of magical items because of the items' military natures. These objects—specifically weapons, shields, armor, gauntlets, and girdles—are not subject to magical malfunction when used by a dwarf of any class.

As with magical attacks, dwarves are unusually resistant to toxic substances. Because of their exceptionally strong Constitutions, all dwarves roll saving throws against poisons with the same bonus (+1 for every 3 1/2 points of Constitution score) that applies to saves vs. magical attacks.

In the thousands of years that dwarves have lived in the earth, they have developed a number of skills and special abilities that help them to survive. All dwarves have *infravision* that enables them to see up to 60 feet in the dark. When underground, dwarves can tell quite a bit about their location by looking carefully at their surroundings. When within ten feet of what they are looking for, dwarves can detect the grade and slope of a passage (1-5 on 1d6), new tunnel construction (1-5 on 1d6), sliding/shifting walls or rooms (1-4 on 1d6), and stonework traps, pits, and deadfalls (1-3 on 1d6). Dwarves can also determine their approximate depth underground (1-3 on 1d6) at any time.

During their time under the earth, dwarves have also developed an intense hatred of many of the evil creatures they commonly encounter. Thus, in melee, dwarves always add 1 to their attack rolls to hit orcs, half-orcs, goblins, and hobgoblins. The small size of dwarves is an advantage against ogres, trolls, ogre magi, giants, and titans; these monsters always subtract 4 from their attack rolls against dwarves because of that size difference and the dwarves' training in fighting such large foes.

Dwarf

Dwarven armies are well-organized and extremely well-disciplined. Dwarven troops usually wear chain mail and carry shields in battle. They wield a variety of weapons. The composition of a typical dwarven army by weaponry is axe and hammer (25%), sword and spear (20%), sword and light crossbow (15%), sword and pole arm (10%), axe and heavy crossbow (10%), axe and mace (10%), or hammer and pick (10%).

For every 40 dwarves encountered, there is a 2nd- to 6th-level fighter who leads the group. (Roll 1d6 to determine level, with a roll of 1 equalling 2.) If there are 160 or more dwarves encountered, there are, in addition to the leaders of the smaller groups, one 6th-level fighter (a chief) and a 4th-level fighter (lieutenant) commanding the troops. If 200 or more dwarves are encountered, there is a fighter/priest of 3rd- to 6th-level fighting ability and 4th- to 7th-level priest ability. If a dwarven army has 320 or more troops in it, the following high-level leaders are in command of the group: an 8th-level fighter, a 7th-level fighter, a 6th-level fighter/7th-level priest, and two 4th-level fighter/priests.

The commanders of the dwarven troops wear plate armor and carry shields. In addition, the fighters and fighter/priests leading the dwarven troops have a 10% chance per level of fighting ability of having magical armor and/or weapons. The fighter/priests who lead the troops also have a 10% chance per level of priest ability of having a magical item specific to priests and thus not subject to malfunction).

If encountered in its home, a dwarven army has, in addition to the leaders noted above, 2d6 fighters of from 2nd- to 5th-level (1d4 + 1 for level), 2d4 fighter/priests of from 2nd- to 4th-level (in each class), females equal to 50% of the adult males, and children equal to 25% of the adult males. Dwarven women are skilled in combat and fight as males if their home is attacked.

Habitat Society: Usually constructed around profitable mines, dwarven cities are vast, beautiful complexes carved into solid stone. Dwarven cities take hundreds of years to complete, but once finished they stand for millennia without needing any type of repair. Since dwarves do not leave their homes often and always return to them, they create their cities with permanence in mind. Troops guard dwarven cities at all times, and sometimes (60% chance) dwarves also use animals as guards—either 2d4 brown bears (75% chance) or 5d4 wolves (25% chance).

Dwarven society is organized into clans. A dwarven clan not already attached to a city or mine travels until it finds an outpost where it can begin to ply a trade. Clans often settle close together since they usually need the same raw materials for their crafts. Clans are competitive but usually do not war against one another. Dwarven cities are founded when enough clans move to a particular location.

Each dwarven clan usually specializes in a particular craft or skill, young dwarves are apprenticed at an early age to a master in their clan (or occasionally, in another clan) to learn a trade. Since dwarves live so long, apprenticeships last for many years. Dwarves also consider political and military service a skilled trade, so soldiers and politicians are usually subjected to a long period of apprenticeship before they are considered professionals.

To folk from other races, life within these cities might seem as rigid and unchanging as the stone that the dwarven houses are wrought from. In fact, it is. Above all, dwarves value law and order. This love of stability probably comes from the dwarves' long life spans, for dwarves can watch things made of wood and other mutable materials decay within a single lifetime. It shouldn't be surprising, then, that they value things that are unchanging and

toil ceaselessly to make their crafts beautiful and long-lived. For a dwarf, the earth is something to be loved because of its stability and the sea a thing to be despised—and feared—because it is a symbol of change.

Dwarves also prize wealth, as it is something that can be developed over a long period of time. All types of precious metal, but particularly gold, are highly prized by dwarves, as are diamonds and other gems. Dwarves do not value pearls, however, as they are reminders of the sea and all it stands for. Dwarves believe, however, that it is in poor taste to advertise wealth. Metals and gems are best counted in secret, so that neighbors are not offended or tempted.

Most other races see dwarves as a greedy, dour, grumpy folk who prefer the dampness of a cave to the brightness of an open glade. This is partially true. Dwarves have little patience for men and other short-lived races (since man's concerns seem so petty when seen from dwarven eyes). Dwarves also mistrust elves because they are not as serious-minded as dwarves and waste their long lives on pastimes the dwarves see as frivolous. However, dwarves have been known to band together with both men and elves in times of crisis, and long-term trade agreements and alliances are common.

Dwarves have no mixed feelings about the evil races that dwell below ground and in the Underdark, however. They have an intense hatred of orcs, goblins, evil giants, and drow. The dire creatures of the Underdark often fear dwarves, too, for the short, stout folk are tireless enemies of evil and chaos. It is a goal of the dwarves to wage constant and bitter war against their enemies under the earth until either they or their foes are destroyed.

Ecology: Since much of their culture is focused on creating things from the earth, dwarves produce a large amount of useful, valuable trade material. Dwarves are skilled miners. Though they rarely sell the precious metals and rough gems they uncover, dwarven miners have been known to sell surpluses to local human communities. Dwarves are also skilled engineers and master builders—though they work almost exclusively with stone—and some dwarven architects work for humans quite frequently.

Dwarves most often trade in finished goods. Many clans are dedicated to work as blacksmiths, silversmiths, goldsmiths, armorers, weapons makers, and gem cutters. Dwarven products are highly valued for their workmanship. In human communities, these goods often demand prices up to 20% higher than locally forged items. Many people are still willing to pay a high price for a suit of dwarven mail or a dwarven sword. Humans know that the dwarf who forged the item made it to last a dwarven lifetime, so they'll never need to worry about it wearing out in theirs.

Mountain Dwarves

Similar in most ways to their cousins, the hill dwarves, these demihumans prefer to live deep inside mountains. They tend to be slightly taller than hill dwarves (averaging 4½ feet tall) and more hearty (having 1 + 1 Hit Dice). They usually have slightly lighter skin and hair than their hill-dwelling relatives. In battle, mountain dwarf armies are likely to have more spears (30% maximum) and fewer crossbows (20% maximum) than hill dwarf armies. Mountain dwarves have the same interests and biases as hill dwarves, though they are even more isolationist than their cousins and sometimes consider even hill dwarves to be outsiders. Mountain dwarves live for at least 400 years.

Dwarf, Duergar

	Duergar	Steeder (giant spider)
CLIMATE/TERRAIN:	Subterranean	Subterranean
FREQUENCY:	Very rare	Uncommon
ORGANIZATION:	Tribal	Pack
ACTIVITY CYCLE:	Any	Any
DIET:	Omnivore	Carnivore
INTELLIGENCE:	Average (8-10) to genius (17-18)	Non- (0)
TREASURE:	Individuals M, Q; Nil Lair B (magic only), F	Nil
ALIGNMENT:	Lawful evil (neutral)	Neutral
NO. APPEARING:	2-9 or 201-300	2-20
ARMOR CLASS:	4	4
MOVEMENT:	6	12
HIT DICE:	1+2	4
THACO:	19	17
NO. OF ATTACKS:	1 or more	1
DAMAGE ATTACK:	By weapon	1-8
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	Save with +4 bonus	Leap
MAGIC RESISTANCE:	Nil	Nil
SIZE:	S (4')	M (4' high, 8' long)
MORALE:	Elite (13)	Average (11)
XP VALUE:	Normal 420 2 HD +4: 650 3 HD +6: 975 4 HD +8: 1,400	120

The duergar, or gray dwarves, are a malevolent breed that dwells in the extreme depths of the ground. Duergar may be fighters, priests, or thieves. Multi-classed duergar may be fighter/priests, fighter/thieves, or priest/thieves. Thiel duergar are proficient in the use of poison.

Duergar appear to be emaciated, nasty-looking dwarves. Their complexion and hair range from medium to dark gray. They prefer drab clothing designed to blend into their environment. In their lair, they may wear jewelry, although such pieces are kept dull.

Duergar have infravision with a range of 120 feet. They speak the duergar dialect of the dwarven tongue, "undercommon" (the trading language of subterranean cultures), and the silent speech employed by some subterranean creatures. Intelligent duergar may speak other languages as well.

Combat: For every four normal, 1-HD duergar encountered outside a lair, there is one with 2 HD +4 hp. If a band of nine duergar is encountered outside a lair, a tenth duergar of 3 HD +6 hp or 4 HD +8 hp always leads the group.

Duergar are armed as follows:

1st level: pick, hammer, spear, chain mail, and shield
2nd level: pick, light crossbow, chain mail, and shield
3rd-6th level: hammer, short sword, plate mail, and shield
7th-9th level: hammer*, short sword*, plate mail*, and shield*
3rd-6th/3rd-6th level priest/thief: any usable*/any usable*
7th-9th/7th-9th level priest/thief: any usable*/any usable*

* 5% chance/level for magical item; for multi-class, add one-half of lower level (round upward) to the higher level in order to find the appropriate multiplier.



There are noncombatant duergar children equal to 10% of the total number of duergar fighters encountered.

The duergar's stealth imposes a -2 penalty to opponents' surprise rolls; the duergar are surprised only on a 1 on 1d10. Their saving throws vs. magical attacks gain a +4 bonus. They are immune to paralysis and illusion/phantasm spells. They are unaffected by poisons.

All duergar possess innate magical abilities of *enlargement* and *invisibility*. They can use these spells as wizards of level equal to the duergar's hit points. Duergar can use the enlargement power to either grow or shrink themselves and anything they are wearing or carrying.

Daylight affects the duergar as follows: their enhanced ability to gain surprise is negated, Dexterity is reduced by 2, attacks are made with a -2 penalty to the attack roll, and opponents' saving throws are made with a +2 bonus. If the encounter occurs when the duergar are in darkness but their opponents are brightly illuminated, the duergar's surprise ability and Dexterity are normal, but the duergar suffer a -1 penalty to their attack rolls and opponents gain a +1 bonus to saving throws against duergar attacks. Duergar are not adversely affected by the light given off by torches, lanterns, magical weapons, or *light* and *faerie fire* spells.

There is a 10% chance that encountered duergar are accompanied by 2d4 giant spiders (steeders) used as mounts.

Habitat/Society: The duergar are similar to other dwarven cultures, although the life is much harsher due to their hostile environment deep under the ground. They do not venture into the surface except at night or on the gloomiest days. Duergar live longer than their surface-dwelling kin. Life spans can reach 400 years or more.

Duergar lairs are always deep underground. These are elaborate collections of chambers, passages, rooms, and secret areas. There is a 25% chance a monster is kept as a guardian for the lair complex. Such a creature is probably kept at an entrance to the duergar complex or kept within the treasure cave.

There is a 75% chance that a lair holds 1d4 x 10 slaves. Roll 1d20 to determine the type of slave.

Dwarf, Duergar

1-8	Mountain dwarves
9-12	Dwarves (other) or goblins
13-16	Gnomes
17-18	Halflings (stout) or kobolds
19	Svirfneblin
20	Adventurers or others (drow or other subterranean race)

Duergar raise giant spiders called steeders for mounts. A large chamber serves as 'corral' for the herd of 20d10 steeders of various sizes (see following).

The duergar are not as affluent as other dwarven races. Individuals may have a few gold or platinum coins stashed away. Normal, usable items like weapons or armor are immediately distributed. Magical items and the bulk of the acquired treasure is stored in a well-protected chamber deep in the duergar complex.

Duergar possess the normal dwarven abilities to detect slope, new construction, sliding walls, traps, and depth underground. They have the dwarven combat advantages when fighting such creatures as ogres, trolls, ogre magi, giants, and titans. They do not gain the dwarven advantage when fighting orcs, half-orcs, goblins, and hobgoblins, since duergar are not inherently hostile toward such races.

The duergar diet is an omnivorous mix of fungi, insects, and subterranean animals. Duergar complexes include caverns used as fungus farms that are filled with giant, edible mushrooms. They brew a potent ale from such mushrooms.

Ecology: Duergar detest the other dwarven races, whom they consider pampered, weak, and self-indulgent. They may ally and even share living space with evil dwarves, but the duergar's hostile nature makes such alliances extremely rare.

Duergar tend to see intruders as invaders. Even if trespassers

can convince the duergar of their peaceful intentions, the duergar may demand a stiff toll to permit safe passage. Even then, duergar may discreetly follow the travelers to see what they are up to and, if treasure is involved, to steal such riches for themselves.

Duergar rarely bother surface-dwellers due to their disadvantages on the surface. When encountered on the surface, such dwarves are usually on a mission or part of a raiding party.

Steeders

Steeders are immense tarantulas used as mounts by the duergar. The duergar ride on leather saddles and use a complex series of prods and straps to control the monsters.

Only steeders of 20 or more hp are used as mounts.

A steeder lacks a poisonous bite; it attacks with its sharp mandibles. Its feet exude a sticky secretion that enables it to cling to the most precarious surface. If even one of its eight feet is touching a surface, a steeder cannot fall. These secretions can also be used to cling to victims. There is a 50% chance that a steeder tries to cling to its prey. This requires a successful attack roll, but the victim is considered AC 10 minus any Dexterity or magical armor bonuses. After clinging to a victim, the steeder can automatically bite for 1d8 points of damage. The victim can escape by rolling a successful Dexterity or Strength check (player's choice which) with a -10 penalty. While held, victims suffer a -2 penalty to attack and damage rolls.

A steeder can leap 240 feet in any direction, even when mounted. It can leap once every three rounds. Leaps are considered charging attacks and give both steeder and rider the normal charge bonuses. If the steeder leaps onto a set spear or pike, it suffers double damage.

A steeder can move on walls or ceilings at half its normal movement rate. Steeder saddles are constructed to allow for this.

Eagle

CLIMATE/TERRAIN:	Wild Subarctic to sub-tropical Mountains and hills	Giant Temperate to subarctic High mountain cliffs
FREQUENCY:	Rare	Rare
ORGANIZATION:	Solitary or flock	Flock
ACTIVITY CYCLE:	Day	Day
DIET:	Carnivore, scavenger	Carnivore
INTELLIGENCE:	Animal (1)	Average (8-10)
TREASURE:	See below	Q, C (magic only)
ALIGNMENT:	Nil	Neutral

NO. APPEARING:	1 or 2/5-12	1 20
ARMOR CLASS:	6	7
MOVEMENT:	1, Fl 30 (C)	3, Fl 48 (D)
HIT DICE:	1+3	4
THAC0:	18	15
NO. OF ATTACKS:	3	3
DAMAGE/ATTACK:	1-2/1-2/1-2	1-6/1-6/2-12
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	Nil	Nil
SIZE:	S (6' to 7' + wing spread)	L (20' wing spread)
MORALE:	Average (9)	Elite (13)
XP VALUE:	175	420

Eagles are majestic birds of prey, rarely used for hunting, but often sought after for their beauty and legendary courage.

Eagles are large birds, usually standing around three feet tall with distinctive feathering on their legs. Their wing span is an impressive six to seven feet. Eagles are usually brown in color, ranging from the blackish brown of the golden eagle to the dark brown of the bald eagle. They always sport a set of razor-sharp talons and a beak, equally as sharp and turned down abruptly at its point. The eagle's cry is high and shrill.

Combat: An eagle uses its claws and beak for combat, each of which inflicts 1-2 points of damage. An eagle typically attacks from great heights, folding back its wings and letting gravity hurtle it toward its prey. If an eagle dives for more than 100 feet, its diving speed is double its normal flying speed and the eagle is restricted to attacking with only its two sets of claws. However, these high-speed attacks gain a +2 bonus to the attack roll and score double damage.

Eagles also have exceptional eyesight. This superior vision affords eagles the advantage of rarely being surprised. During the day, an eagle can be surprised only 5% of the time. At night, normal rules for surprise apply.

Habitat Society: High rocky cliffs and tall, broad trees are the favorite nesting spots for eagles. Once an eagle builds a nest, it will keep that home, adding it with each passing season, until the nest is destroyed or the eagle dies. There is always a 50% chance that 1d4 eggs are present in a nest. If eggs are not present, there is a 20% chance that 1d4 young eagles are present instead. There is always a 10% chance that the eagle is storing some small shiny objects in the nest (like gold coins or gems).

Eagles are usually encountered alone or in pairs. Eagles mate for life and, since they nest in one spot each year, it is easy to identify places where eagles are normally present. On occasion, in an area of especially rich feeding, 1d8+4 eagles are encountered instead of the normal individual or pair. This fertile area can support more than one nest, so more eagles move into the area. This occurs only 5% of the time, however.



Ecology: Eagles are carnivores and generally hunt rodents, fish, and other small animals. Eagles have also been known to feed on the carrion of recently killed creatures, as well. Unless exceptionally hungry, an eagle will never attack a human or demihuman, though small creatures like brownies have to be wary of a hunting eagle mistaking them for rabbits.

Eagles are not easy to train for hunting purposes (only 25% chance of success). Nevertheless, a thriving market for eaglets and eagle eggs means that each one captured brings a price of 60 to 100 gold. Eagle feathers and other eagle tokens are also valued highly by many adventurers, as they wrongly believe the eagle's courage to be transferred to them by possession of such items.

Eagle, Giant

Giant eagles usually stand 10 feet tall and have wing spans of up to 20 feet. They share the coloration and fighting methods of their smaller cousins, inflicting much more damage, of course. However, if a giant eagle dives more than 50 feet, it adds +4 to its attack roll and doubles its normal claw attack damage of 1d6/1d6. Giant eagles have their own language, but they also communicate through a form of limited telepathy. Giant eagles also have exceptional eyesight and cannot be surprised except at night or in their lair, and then only 10% of the time.

Giant eagles build their nests only in high mountain passes, where they have room to fly undisturbed. They are far more social than wild eagles, and up to 20 have been discovered nesting in the same area. One nest will be found for each pair of giant eagles. There is a 50% chance that 1d4 eggs are present in a nest, or a 25% chance of 1d4 young. If there are young or eggs in the nest, the giant eagle will attack any creature within 50 feet of the nest. Eagles are always suspicious of any creature coming near a nest, whether eaglets are present or not, as this is where their treasure is to be found.

Some individual dwarves and elves—and sometimes even groups of dwarves and elves—are considered friends by giant eagles. Members of these two races are considered less of a threat than humans. Giant eagles can be trained, and their eggs sell for 500 to 800 g.p. each on the open market.

Eel

CLIMATE/TERRAIN:	Electric Warm fresh water	Giant Warm salt & fresh water	Marine Warm salt water	Weed Warm fresh & salt water
FREQUENCY:	Rare	Uncommon	Rare	Very rare
ORGANIZATION:	Solitary	Solitary	Solitary	Colonies
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Non- (0)	Non- (0)	Non- (0)	Non- (0)
TREASURE:	Nil	Nil	Nil	(O P R)
ALIGNMENT:	Nil	Nil	Nil	Nil
NO. APPEARING:	1-3	1-4	1	10-60
ARMOR CLASS:	9	6	6	8
MOVEMENT:	Sw 12	Sw 9	Sw 9	Sw 15
HIT DICE:	2	5	6 to 8	1-1
THACO:	16	15	6 to 7 HD: 13 8 HD: 12	20
NO. OF ATTACKS:	1	1	1	1
DAMAGE/ATTACK:	1-3	3-18	2-8, 3-12, or 4-16	1
SPECIAL ATTACKS:	Electric shock	Nil	Electric shock	Poison
SPECIAL DEFENSES:	Immune to electrical attacks	Nil	Nil	Camouflage
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	L (9' long)	H (20' long)	H-G (20' 40' long)	M (6' long)
MORALE:	Unsteady (7)	Average (8)	Average (9)	Unsteady (6)
XP VALUE:	65	175	6 HD: 420 7 HD: 650 8 HD: 975	120

Eels are long, snake-like fish that are usually not aggressive. Nevertheless, nature has provided the various types of eels with interesting—and dangerous—methods of defense.

Electric Eels

Reaching nine feet in length, the electric eel has a long, scaleless body. The eel swims using its two small pectoral fins and the long fin that stretches along 80% of its stomach, and is able to propel itself rapidly in any direction including backward. The coloration of an electric eel is mostly dull gray though it often has a bright patch of red or green along its stomach and throat.

Combat: An attacking eel, whether in self-defense or hunting for food, will discharge a jolt of electricity. This charge has a 15-foot-radius range. Creatures less than five feet from the eel suffer 3d8 points of damage; creatures five to ten feet away receive 2d8 points of damage; all other creatures within range suffer 1d8 points of damage. An eel must recharge itself for an hour (six turns) between attacks.

If hunting, an eel will search the surrounding water for fish, frogs, or other creatures that are easily stunned or killed by its attack. As it has no teeth, an electric eel eats only small creatures it can swallow whole. If defending itself, an eel will seek to flee its attackers while they are recovering from the electric charge. The electric eel is immune to all electricity-based attacks.

Habitat Society: Shallow, slow-moving, fresh water rivers in the warmer climates are the abodes of the electric eel. Not a social animal, the electric eel lives a solitary life when it is not breeding. However, when an eel discharges electricity, there is an 80% chance that 1-2 other nearby eels approach in the hope of securing something to eat.

Giant Eels

Giant eels usually dwell in warm, salt water, though a few are found in fresh water (10%). These eels have no electrical discharge attack. Instead, they attack with their teeth. Reaching up

to 20 feet in length, these eels are ill-tempered and most often attack by darting out from a cave or crevice.

Marine Eels

These giant eels are large, salt water versions of the electric eel. Since they strike with amazing speed, marine eels receive a +1 bonus to initiative rolls. Growing from 20 to 40 feet in length, marine eels have a very powerful electrical discharge. This attack has a range of 15 feet: creatures less than five feet from the eel suffer 6d6 points of damage; those between five and ten feet receive 4d6 points of damage; all others in the range suffer 2d6 points of damage. Victims of the marine eel must also roll a successful saving throw vs. paralyzation or be stunned for a number of rounds equal to the damage they sustained from the electrical shock. However, the farther away a creature is from the eel, the greater its chance to save. If the victim is five to ten feet away from the eel, it gets a +1 bonus to its saving throw. Creatures ten to 15 feet away get a +2 bonus. A successful saving throw means that the victim still takes full damage, but he is not stunned by the electrical charge.

Weed Eels

These eels get their name from their remarkable resemblance to seaweed. In fact, they can be spotted by a trained observer only on a roll of 1 on 1d6. The bite of the weed eel is poisonous—victims that fail a saving throw vs. poison die in 1d4 rounds.

Weed eels are at home in both fresh and salt water, 25 to 40 feet deep. They live in loose, communal groups of 10 to 60 eels. Each colony has a lair consisting of an central cave, roughly 30 feet long and 20 feet wide and high. The floor of the central cave is covered with small stones, coins, and gems that the eels have scavenged. Radiating from this central cave are a series of six-foot-diameter tunnels, which in turn lead to a network of six- to eight-inch-diameter holes. These are the homes of the individual eels that make up the colony. Weed eels are fiercely protective of their lairs, especially the central cave where their young are raised.

Elf, Drow

	Drow	Drider
CLIMATE/TERRAIN:	Subterranean	caves and cities
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Clans, bands	Bands
ACTIVITY CYCLE:	Any underground, night aboveground	
DIET:	Omnivorous	See below
INTELLIGENCE:	High to Supra- (14-20)	High (13-14)
TREASURE:	N (x5), Q (x2)	N (x2), Q
ALIGNMENT:	Chaotic evil	Chaotic evil

NO. APPEARING:	5-50	1 or 1-4
ARMOR CLASS:	4 (10)	3
MOVEMENT:	12	12
HIT DICE:	2	6+6
THACO:	19	13
NO. OF ATTACKS:	1 or 2	1
DAMAGE ATTACK:	By weapon	1-4 or by weapon
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	See below	Nil
MAGIC RESISTANCE:	See below	15%
SIZE:	M (5' tall)	L (9' tall)
MORALE:	Elite (14)	Elite (14)
XP VALUE:	Priests: 975 Others: 650	Transformed mages: 3,000 Transformed priests: 5,000

These dreaded, evil creatures were once part of the community of elves that still roam the world's forests. Now these dark elves inhabit black caves and winding tunnels under the earth, where they plan dire schemes against the races that still walk upon the green earth under the sun.

Drow have black skin and pale, usually white hair. They are shorter and more slender than men, seldom reaching more than five feet in height. Male drow weigh between 90 and 120 pounds, and females weigh between 70 and 100 pounds. Drow have finely chiseled features, and their fingers and toes are long and delicate. Like all elves, they have higher Dexterity and lower Constitution than men.

Drow clothing is usually black, functional, and often possesses special properties—though it does not radiate magic. For example, drow cloaks and boots act as if they are *cloaks of elvenkind* and *boots of elvenkind*, except that the wearer is only 75% likely to remain undetected in shadows or to surprise enemies. The material used to make drow cloaks does not cut easily and is fire-resistant, giving the cloaks a +6 bonus to saving throws vs. fire. These cloaks and boots only fit or function for those of elven size and build. Any attempted alteration of a drow cloak has a 75% chance of unraveling the material, which is then useless.

In the centuries they've spent underground, drow have learned the languages of many of the intelligent creatures of the underworld. Besides their own tongue—a strange version of elvish—drow speak both common and the subterranean trade language used by many races under the earth. They speak the languages of gnomes and other elves fluently.

Drow also have their own silent language composed of both hand movements and body language. With their long, delicate fingers, drow are able to create a large number of signs. These signs can convey information, but not subtle meaning or emotional content. If drow are within 30 feet of each other, they also use complex facial expressions, body movements, and postures to convey meaning. Coupled with the hand signs, these expressions and gestures give the drow's silent language a potential for expression equal to most spoken languages.



Combat The drow's world is one in which violent conflict is part of everyday life. It should not be surprising, then, that most drow encountered, whether alone or in a group, are ready to fight. Also, those drow that are encountered outside of a drow city—almost all drow that adventurers ever meet—are at least 2nd-level fighters. (See Society note below.)

All drow wear finely crafted, non-encumbering, black mesh armor. This extremely strong mail is made with a special alloy of steel containing adamantite. The special alloy, when worked by a drow armorer, yields mail that has the same properties of *chain mail* +1 to +5, though it does not radiate magic. Even the lowliest drow fighters have, in effect, *chain mail* +1, while higher level drow have more finely crafted, and therefore more powerful mail. (The armor usually has a +1 for every four levels of experience of the drow wearing it.)

Dark elves also carry small shields (bucklers) fashioned of adamantite. Like drow armor, these special shields may be +1, +2, or even +3, though only the most important drow fighters have +3 bucklers.

Most drow carry a long dagger and a short sword of adamantite alloy. These daggers and swords can have a +1 to +3 bonus, and drow nobles may have daggers and swords of +4 bonus. Some drow (50%) also carry small crossbows. These can be held in one hand and shoot darts up to 60 yards. These darts only inflict 1-3 points of damage, but dark elves commonly coat them with a special poison that renders a victim unconscious unless he rolls a successful saving throw vs. poison, with a -4 penalty. The effects of the poison last 2d4 hours.

A few drow carry adamantite maces (+1 to +5 bonus; instead of blades). Others carry small javelins coated with the same poison as the darts. These have a range of 90 yards and have a +3 bonus at short range, a +2 at medium, and a +1 at long.

Drow move silently and have superior infravision (120 feet). They also have the same intuitive senses about their underground world as dwarves do, and can detect secret doors with the same chances of success as other elves. Only on a roll of 1 on 1d10 is a dark elf surprised by an opponent.

All dark elves receive training in magic, and all drow are able to use the following spells once per day: *dancing lights*, *faerie fire*, and *darkness*. Drow above 4th level can also use *levitate*.

Elf, Drow

know alignment, and *detect magic* once per day. Drow priests can also use *clairvoyance*, *detect lie*, *suggestion* and *dispel magic* once per day.

Perhaps it is the common occurrence of magic in drow society that has given the dark elves their incredible resistance to magic. All drow have a base magic resistance of 50%, which increases by 2% for each level of experience the drow gains. (Multi-classed drow gain the bonus from only the class in which they have the highest level.) All drow also save vs. all forms of magical attack (including devices) with a +2 bonus. Thus a 5th-level drow has a 60% base magic resistance and a +2 bonus to his saving throws vs. any spells that manage to get past the magic resistance.

Drow encountered in a group always have a leader of higher level than the rest of the elves. If ten or more drow are encountered, a fighter/mage of at least 3rd level in each class is leading them. If 20 dark elves are encountered, then in addition to the higher level fighter/mage, there is a fighter/priest of at least 6th level in both classes. If more than 30 drow are encountered, up to 50% are priests and the leader is at least a 7th-level fighter/8th-level priest, with a 5th-level fighter/4th level mage for an assistant, in addition to the other higher level leaders noted above.

Dark elves do have one great weakness—bright light. Because the drow have lived so long in the earth, rarely venturing to the surface world, they are no longer able to tolerate bright light of any kind. Drow within the radius of a *light* or *continual light* spell are 90% likely to be seen. In addition, they lose 2 points from their Dexterity and attack with a -2 penalty when inside the area of these spells. Those subject to spells cast by drow affected by a *light* or *continual light* spell add a +2 bonus to their saving throws. If drow are attacking a target that is in the area of effect of a *light* or *continual light* spell, the drow suffer an additional -1 penalty to their attack rolls, and targets of drow magical attacks save at an additional +1. These penalties are cumulative (i.e., if both the drow and their targets are in the area of effect of a *light* spell, the drow suffer a -3 penalty to their attack rolls and the targets gain a +3 bonus against drow spells).

Because of the serious negative effects strong light has on drow, they are 75% likely to leave an area of strong illumination unless they are in battle. Light sources, such as torches, lanterns, magical weapons, or *faerie fire* spells, do not affect drow.

Habitat Society: Long ago, dark elves were part of the elven race that roamed under the sun in the world's forests. Not long after they were created, though, the elves found themselves torn into rival factions—one favoring the tenets of evil, the other holding to the ideals of good (or at least neutrality). A great civil war between the elven folk followed soon after, and the selfish elves who followed the path of evil and chaos were driven into the depths of the earth into the bleak, lightless caverns and tunnels of the underworld. These dark elves became the drow.

The drow no longer wish to live upon the earth. In fact, few who live under the sun ever see a drow. But the dark elves resent the elves and faeries who drove them away, and they frequently plot against the creatures that dwell upon the surface.

Drow live in magnificently dark and gloomy cities in the underworld that few humans or demihumans ever see. Dark elves construct their buildings entirely of stone and minerals, carved into weird, fantastic shapes. Those few surface creatures that have seen a dark elf city (and returned to tell the tale) report that it is the stuff of which nightmares are made.

Drow society is fragmented into many opposing noble houses and merchant families, all scrambling for power. In fact, all drow carry brooches inscribed with the symbol of the merchant or noble group they are aligned with, though they hide these and do not show them often. Dark elves firmly believe that the strongest should rule; their rigid class system, complete with a long and complicated list of titles and prerogatives, is based on this idea.

Drow worship a dark goddess, called Lolth by some, and dark elf priests hold a very high place in society. Also, since most drow priests are female, women tend to fill many positions of great importance.

Drow fighters go through rigorous training while they are still young. Those who fail the required tests at the program's conclusion are put to death. This is why no dark elf fighter of less than 2nd level is usually seen outside a drow city.

Drow often use giant lizards as pack animals, and they frequently have bugbears or troglodytes as servants. Drow cities are havens for evil creatures, including mind flayers, and drow have alliances with many of the underworld's evil inhabitants. On the other hand, drow are constantly at war with many of their neighbors under the earth, including dwarves or dark gnomes (*svirfneblin*) who happen to move too close to a drow city. Dark elves frequently keep slaves of all types, including past allies who have failed to live up to drow expectations.

Ecology: As noted earlier, drow produce unusual weapons and clothing with quasi-magical properties. Some scribes and researchers suggest that it is the strange radiation often detected around drow cities that make drow crafts special. Others theorize that it is the drow's fine workmanship that gives their wonderfully strong metals and superior cloth unique attributes. Whatever the reason, it's clear that the drow have discovered some way to make their clothing and weapons without the use of magic.

Direct sunlight utterly destroys drow cloth, boots, weapons, and armor. When any item produced by dark elves is exposed to the light of the sun, irreversible decay begins. Within 2d6 days, the items lose their magical properties and decay, becoming totally worthless. Drow artifacts protected from sunlight retain their special properties for 1d20 + 30 days before becoming normal items. Any drow item that is protected from direct sunlight and exposed to the strange radiations of the drow underworld one week out of every four will retain its properties indefinitely.

Drow sleep poison, used on their darts and javelins, is highly prized by traders on the surface world. However, this poison loses its potency instantly when exposed to sunlight, and remains effective for only 60 days after it is exposed to air. Drow poison remains potent for a year if in an unopened packet.

Driders

These strange creatures have the head and torso of a drow and the legs and lower body of a giant spider. Driders are created by the drow's dark goddess. When a dark elf of above-average ability reaches 6th level, the goddess may put him or her through a special test. Those that fail become driders, keeping only a sexless, bloated version of their bodies upper half.

All driders are able to cast the spells that normal drow can use once per day. Driders also retain the magical or clerical abilities they possessed before their weird transformation. A majority of driders (60%) were priests of 6th or 7th level before they were changed. (Remember that drow priests, and therefore driders that were priests, can also use *clairvoyance*, *detect lie*, *suggestion*, and *dispel magic* once per day.) All other driders were once mages of 6th, 7th, or 8th level.

Driders always fight as 7-Hit Die monsters. They often use swords or axes, though many carry bows. Driders can bite for 1d4 points of damage, and those bitten must roll successful saving throws vs. poison with a -2 penalty or be paralyzed for 1-2 turns.

Because they have failed their goddess's test, driders are outcasts from the dark elves' communities. Driders are usually found alone or with 2d6 huge spiders (10% chance) rather than with drow or other driders. They are violent, aggressive creatures that favor blood over all types of food. They stalk their victims tirelessly, waiting for the right chance to strike.

Ettercap

CLIMATE/TERRAIN:	Heavily wooded forest
FREQUENCY:	Rare
ORGANIZATION:	Solitary or pairs
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Neutral evil

NO. APPEARING:	1-2
ARMOR CLASS:	6
MOVEMENT:	12
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-3/1-3/1-8
SPECIAL ATTACKS:	Poison
SPECIAL DEFENSES:	Traps (see below)
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Elite (13)
XP VALUE:	975



Ettercaps are ugly bipedal creatures that get along very well with all types of giant spiders. These creatures of low intelligence are exceedingly cruel, very cunning, and are skilled in setting traps—very deadly traps—much like the spiders that often live around them.

Ettercaps stand around six feet tall, even with their stooping gait and hunched shoulders. The creatures have short, spindly legs long arms that reach nearly to their ankles, and large pot bellies. The hands of ettercaps have a thumb and three long fingers that end in razor sharp claws. Their bodies are covered by tufts of thick, wiry, black hair, and their skin is dark and thick. Ettercaps' heads are almost equine in shape, but they have large reptilian eyes, usually blood red in color, and large fangs, one protruding downward from each side of the mouth. The mouth itself is large and lined with very sharp teeth.

Ettercaps do not have a formal language. They express themselves through a combination of high-pitched chittering noises, shrieks, and violent actions.

Combat: If caught in a battle, an ettercap first strikes with its claws, causing 1-3 points of damage with each set. The creature then tries to bite its opponent, inflicting 1d8 points of damage with its teeth and powerful jaws. A successful bite attack by an ettercap enables the monster to inject its victim with a powerful poison from the glands above the ettercap's fangs.

The poison secreted by an ettercap is highly toxic and very similar to the poison of giant spiders. A creature injected with it must immediately roll a saving throw vs. poison. A failed roll means that the creature dies within 1d4 turns when the toxin paralyzes the victim's heart.

Many adventurers never get the chance to raise a sword against ettercaps because of the devious traps they use for protection. Ettercaps prefer to ambush unwary travelers and lead them into traps rather than fight them face to face.

Like spiders, ettercaps have silk glands located in their abdomen. The thin, strong strands of silvery silk-like material these glands secrete are used by ettercaps to construct elaborate traps made up of nets, trip wires, garottes, and anything else the monsters can make out of the strands. The traps are designed so that they often immobilize the adventurer who stumbles into it. If this

is the case, ettercaps never hesitate to attack that character first, trying to poison the victim before he escapes. Different ettercaps prefer different trap designs, so encounters with different ettercaps should expose the adventurer to new traps each time.

Habitat Society: Ettercaps prefer to dwell in the deepest part of a forest, near paths that are frequented by game or travelers. The creatures' nests are made of a frame of strands filled with rotting leaves and moss. The lairs are often located on the ground, but can also be found up in large, sturdy trees. No treasure is to be found in ettercap lairs, but occasionally items dropped by adventurers who have fallen into ettercap traps are found nearby.

Though usually only one ettercap is encountered at any time on rare occasions a pair of ettercaps can be found together. The pairs encountered are always mated couples, though the female and male appear to be identical. Ettercap young are abandoned as soon as they are born, so adults are never encountered with young.

Ecology: An ettercap eats any meat, regardless of the type of creature from which it comes. Upon capturing a victim, the ettercap poisons it so it cannot escape. Once the creature is dead, the ettercap immediately devours as much of the corpse as possible. Typically, an ettercap can consume an entire deer or a large humanoid in a single sitting. Anything remaining after the ettercap has gorged itself is left for scavengers.

Often (40%), 2d4 spiders of some monstrous type are found cooperating with an ettercap. The ettercap uses any giant spider webs available when it designs its traps. Creatures killed by an ettercap in the web of a giant spider are shared with the spider instead of being devoured entirely by the ettercap.

Ettercap poison is highly valued, partly because of its extreme toxicity and partly because it is rather difficult to obtain. An ettercap's poison glands hold only one ounce of poison at any time, but this ounce is worth up to 1,000 gp on the open market.

Ettin

CLIMATE/TERRAIN:	Subarctic to temperate/ Hills and mountains
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	O, (C, Y)
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1 or 1-4
ARMOR CLASS:	3
MOVEMENT:	12
HIT DICE:	10
THAC0:	10
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-10/2-12 + weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Surprised only on a 1
MAGIC RESISTANCE:	Nil
SIZE:	H (13' tall)
MORALE:	Elite (14)
XP VALUE:	3,000

Ettins, or two-headed giants, as they are often called, are vicious and unpredictable hunters that stalk by night and eat any meat they can catch.

An ettin at first appears to be a stone or hill giant with two heads. On closer inspection, however, the creature's vast differences from the relatively civilized giant races become readily apparent. An ettin has pink to brownish skin, though it appears to be covered in a dark brown hide. This is because an ettin never bathes if it can help it, and is therefore usually encrusted with a thick layer of dirt and grime. Its skin is thick, giving the ettin its low Armor Class. An ettin's hair is long, stringy, and unkempt; its teeth are large, yellowing, and often rotten. The ettin's facial features strongly resemble those of an orc—large watery eyes, turned-up piggish snout, and large mouth.

An ettin's right head is always the dominant one. Also, an ettin's right arm and leg will likely appear slightly more muscular and well-developed than the left. An ettin wears only rough, untreated skins, which are also dirty and unwashed. Obviously, an ettin smells very bad, due to its complete lack of grooming habits—good or bad.

Ettins do not have a true language of their own. Instead, they speak a mish-mash of orc, goblin, giant dialects, and the alignment tongue of chaotic evil creatures. Any adventurer who speaks orcish can understand 50% of what an ettin says.

Combat: Having two heads is definitely an advantage for an ettin, as one is always alert, watching for danger and potential food. This means that an ettin is surprised only on the roll of a 1 on 1d10. An ettin also has infravision up to 90 feet, which enables it to hunt and fight effectively in the dark.

Though ettins have a low intelligence, they are cunning fighters. They prefer to ambush their victims rather than charge into a straight fight, but once the battle has started, ettins usually fight furiously until all enemies are dead, or the battle turns against them. Ettins do not retreat easily, only doing so if victory is impossible.

In combat, an ettin has two attacks. Because each of its two heads controls an arm, an ettin does not suffer an attack roll penalty for attacking with both arms. An ettin always attacks with two large clubs, often covered with spikes. Using these weapons,



the ettin causes 2d8 points of damage with its left arm, and 3d6 points of damage with its right. If the ettin is disarmed or unable to use a weapon, it attacks empty-handed, inflicting 1d10 points of damage with its left fist and 2d6 points with its right.

Habitat/Society: Ettins like to establish their lairs in remote, rocky areas. They dwell in dark, underground caves that stink of decaying food and offal. Ettins are generally solitary, and mated pairs only stay together for a few months after a young ettin is born to them. Young ettins mature very quickly, and within eight to ten months after they are born, they are self-sufficient enough to go off on their own.

On rare occasions, however, a particularly strong ettin may gather a small group of 1d4 ettins together. This small band of ettins stays together only as long as the leader remains alive and undefeated in battle. Any major defeat shatters the leader's hold over the band, and they each go their separate ways.

Ettins collect treasure only because it can buy them the services of goblins or orcs. These creatures sometimes serve ettins by building traps around their lairs, or helping to fight off a powerful opponent. Ettins have also been known to occasionally keep 1-2 cave bears in the area of their lairs.

The sloppy caves of ettins are a haven for parasites and vermin, and it isn't unusual for the ettins themselves to be infected with various parasitic diseases. Adventurers rummaging through ettin lairs for valuables will find the task disgusting, if not dangerous.

Ecology: Because ettin society is so primitive, they produce little of any value to civilized creatures. Ettins tolerate the presence of other creatures, like orcs, in the area of their lair if they can be useful in some way. Otherwise, ettins tend to be violently isolationist, crushing trespassers without question.

Fish, Giant

CLIMATE/TERRAIN:	Catfish, Giant Temperate to tropical/ Fresh water	Gar, Giant Temperate/Fresh water	Pike, Giant Temperate/Fresh water
FREQUENCY:	Rare	Rare	Rare
ORGANIZATION:	Solitary	School	School
ACTIVITY CYCLE:	Night	Any	Any
DIET:	Omnivore	Carnivore	Carnivore
INTELLIGENCE:	Animal (1)	Non- (0)	Non- (0)
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Nil	Nil	Nil
NO. APPEARING:	1	1-6	1-8
ARMOR CLASS:	7	3	5
MOVEMENT:	Sw 18	Sw 30	Sw 36
HIT DICE:	7-10	8	4
THACO:	7 HD 13 8-9 HD 12 10 HD 10	12	15
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	3-12	5-20	4-16
SPECIAL ATTACKS:	Poison spines, swallows whole	Swallows whole	Surprise
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	H (16'-24' long)	H-G (21'-30' long)	L-H (9'-14' long)
MORALE:	7-8 HD. Average (9) 9-10 HD. Average (10)	Average (10)	Average (8)
XP VALUE:	7 HD 2,000 8 HD 3,000 9 HD 4,000 10 HD 5,000	2,000	175

Giant fish are a diverse group of creatures with varying attack and defense capabilities. While fish are all basically water-dwellers, some have the ability to survive out of water and breath atmospheric oxygen.

Giant Catfish

A naturally occurring mutation of the normal catfish, giant catfish look like their smaller relations, from their grayish-brown skin to the feelers at the corners of their mouths.

When hunting, a giant catfish tries to bite its prey, causing 3d4 points of damage or, if possible, swallow it whole. A 7-Hit Die catfish can swallow an object up to 3½ feet in length. For each additional Hit Die the catfish has, add one foot to the maximum length that can be swallowed. Any creature swallowed whole suffers normal bite damage plus, for each round the creature remains inside the catfish, it suffers 1 point of damage and has a 5% chance of suffocating. If the victim has a sharp-edged weapon, it may cut itself out of the catfish by inflicting internal damage equal to at least half of the catfish's original total hit points. Any attack from the outside that pierces the catfish has a 20% chance of damaging a swallowed creature as well.

The catfish can also employ its feelers as weapons by whipping its head back and forth. These feelers secrete a minor toxin and cause 2d4 points of poison damage if they strike a creature. A successful saving throw vs. poison limits this damage to 1d4 points. Two additional opponents can be attacked if they are within the range of the feelers.

Since they are primarily bottom-feeding scavengers, catfish require a large area in order to find enough food to survive. Consequently, catfish live alone rather than in groups.

Giant Gar

A more aggressive version of the normal gar, the giant gar inhabits deep fresh water lakes and rivers. The gar's long, streamlined body is covered with hard, overlapping scales and its alligator-like mouth contains needle-sharp teeth.

The gar attacks with its teeth, inflicting 5d4 points of damage per bite. On a score of 20, the gar swallows its victim whole. On average, a giant gar can swallow an object up to five feet long. Any creature swallowed has a 5% chance of suffocating each round it remains inside the gar. A swallowed creature may use a sharp-edged weapon to cut its way free of the gar. (The weapon must be in the victim's hand when he is swallowed, however.) To escape, the victim must inflict internal damage totaling at least 25% of the giant gar's original hit points. Anyone attacking and successfully piercing the gar from the outside has a 20% chance of also damaging any victims inside the gar.

Giant Pike

An inhabitant of deep fresh-water lakes, the giant pike has a long, flexible body and greenish-yellow coloring.

The giant pike uses both its speed and camouflage when hunting. Though a pike will sometimes stalk its prey, its most common approach is to wait in the weeds for a likely target and then dart out to catch it, biting its prey for 4d4 points of damage. Because of their speed and natural camouflage, pike have a good chance to surprise their intended victims (-2 penalty to opponent's surprise roll).

Frog

CLIMATE/TERRAIN:	Giant Any fresh water	Killer Any fresh water	Poisonous Any fresh water
FREQUENCY:	Uncommon	Very rare	Rare
ORGANIZATION:	Pack	Pack	Pack
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Carnivore	Carnivore	Insectivore
INTELLIGENCE:	Non- (0)	Non- (0)	Non- (0)
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Nil	Nil	Nil
NO. APPEARING:	5-40	3-18	2-12
ARMOR CLASS:	7	8	8
MOVEMENT:	3, Sw 9	6, Sw 12	3, Sw 9
HIT DICE:	1-3	1+4	1
THACO:	1 HD: 19 2-3 HD: 16	18	19
NO. OF ATTACKS:	1	3	1
DAMAGE/ATTACK:	1-3/1-6/2-8	1-2/1-2/2-5	1
SPECIAL ATTACKS:	Tongue and swallow whole	Nil	Nil
SPECIAL DEFENSES:	Nil	Nil	Poison
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	T-M (2'-6' long)	S (3' long)	T (6"-1' long)
MORALE:	Average (8)	Unsteady (6)	Unsteady (6)
XP VALUE:	1 HD: 120 2 HD: 175 3 HD: 270(Q70)	35	65

Giant Frogs

Giant frogs resemble their more common relatives in everything but size. Their larger size means that they will consider larger creatures as a source of food, making small creatures and even demihumans possible prey.

A giant frog can range anywhere from two to six feet in length, and weigh between 50 and 250 pounds (Figure that a two-foot frog weighs 50 pounds, and add 50 pounds for each additional foot of length.) Frogs with 1 Hit Die are two feet long. Frogs from two to four feet long have 2 Hit Dice. Those over four feet long have 3 Hit Dice.

The distance that a giant frog can jump is based on its weight with the maximum jumping distance for a 50-pound frog being an incredible 180 feet. Heavier frogs cannot jump as far. (Subtract 20 feet per 50 pounds the frogs weighs over 50.) A giant frog cannot jump backward or directly to either side. All giant frogs can leap 30 feet straight up.

Combat: Because of its camouflaging color, a giant frog surprises opponents easily (3 penalty to opponents' surprise rolls) when in its natural habitat. Whether it gains surprise or not, a giant frog will use its remarkably long and sticky tongue in combat to entrap its victim. The tongue is equal in length to three times the frog's length and strikes with a +4 bonus to the attack roll. The tongue inflicts no damage when it hits.

Once a victim is caught by the frog's tongue, it has one chance to hit the tongue before the frog attempts to reel it in. If the tongue is hit, the frog releases the victim and does not attack that creature again. If the victim misses the tongue, its fate largely depends upon its weight.

If the victim weighs less than the frog, it is dragged into the frog's mouth in the same round it attacked and missed the tongue. If the creature weighs more than the frog, an extra round is required for the frog to draw the creature in. This grants the victim another opportunity to hit the tongue. Any creature weighing more than twice the frog's weight cannot be pulled by the frog and is released on the third round after it was caught, even if the tongue is never struck.

Once the victim has been drawn to the frog's mouth, the frog attempts to eat it. If the giant frog successfully bites its victim in the first round the creature is in range, it automatically scores maximum damage. Frogs with 1 Hit Die bite for 1-3 points of damage. Frogs with 2 Hit Dice inflict 1d6 points of damage. Those with 3 Hit Dice bite for 2d4 points of damage.

On an attack roll result of 20, the frog can swallow whole any creature up to three feet long. Any creature swallowed whole has the chance to cut its way out of the frog with a sharp-edged weapon, but must roll an attack roll result of 18 or better. A victim has only three rounds to escape before asphyxiating. A successful escape kills the frog. Any damage inflicted upon a frog that has swallowed a creature whole has a 33% chance of being inflicted on the swallowed victim as well.

Giant frogs fear fire and will always retreat from it.

Habitat/Society: Giant frogs tend to live in groups, but don't have any real social structure. They are aggressive hunters and eat, among other things, insects, fish, and small mammals. Large aquatic predators such as giant fish and giant turtles often prey upon them.

Killer Frogs

This smaller version of the giant frog attacks using its sharp teeth and front talons. While it does not swallow victims whole, the killer frog is a vicious hunter and is especially fond of the taste of human flesh. The killer frog's cannibalistic habits keep their numbers down.

Poisonous Frogs

A rare type of normal frog, this breed secretes a contact poison from its skin, as well as with its bite. The weakness of the poison gives all victims a +4 bonus to their saving throws. Due to its weakness and the difficulty of collecting it, there is no market for this poison.

Fungus

	Violet	Shrieker	Phycomid	Ascomoid	Gas spore
CLIMATE TERRAIN:	Subterranean	Subterranean	Subterranean	Subterranean	Subterranean
FREQUENCY:	Rare	Common	Rare	Very rare	Rare
ORGANIZATION:	Multicellular	Multicellular	Multicellular	Multicellular	Multicellular
ACTIVITY CYCLE:	Any	Any	Any	Any	Any
DIET:	Scavenger	Scavenger	Scavenger	Scavenger	Scavenger
INTELLIGENCE:	Non- (0)	Non- (0)	Unratable	Unratable	Non- (0)
TREASURE:	Nil	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral (evil)	Neutral (evil)	Neutral
<hr/>					
NO. APPEARING:	1-4	2-8 (2d4)	1-4	1	1-3
ARMOR CLASS:	7	7	5	3	9
MOVEMENT:	1	1	3	12 (see below)	3
HIT DICE:	3	3	5	6+6	1 hp
THACO:	16	16	15	13	20
NO. OF ATTACKS:	1-4	0	2	1	1
DAMAGE/ATTACK:	See below	Nil	3-6/3-6	See below	See below
SPECIAL ATTACKS:	See below	Nil	Infection	Spore Jet	See below
SPECIAL DEFENSES:	Nil	Noise	See below	See below	See below
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil	Nil
SIZE:	M (4'-7')	M (4'-7')	T (2' dia.)	M to L (5'-10' dia.)	M (4'-6' dia.)
MORALE:	Steady (12)	Steady (12)	Elite (14)	Champion (15)	Average (8)
XP VALUE:	175	120	975	2,000	120



Fungi are simple plants that lack chlorophyll, true stems, roots, and leaves. Fungi are incapable of photosynthesis and live as parasites or saprophytes.

Ordinary Fungi

Ordinary fungi are well known to man: molds, yeast, mildew, mushrooms, and puffballs. These plants include both useful and harmful varieties.

Combat: Ordinary fungi do not attack or defend themselves, but they are prolific and can spread where unwanted.

Adventurers who have lost rations to mold or clothing to mildew have had unpleasant encounters with fungi.

Habitat/Secrety: The bodies of most true fungi consist of slender cottony filaments. Anyone who wishes to see this for himself need only leave a damp piece of bread in a cupboard for a day or two. Examining the black mold on the bread with a magnifying glass will show off not only the filaments, but also the spore bodies at the top of these. The spores are what gives mold its color.

Most fungi reproduce asexually by cell division, budding, fragmentation, or spores. Those that reproduce sexually alternate a sexual generation (gametophyte) with a spore-producing (sporophyte) one.

Fungi grow best in dark, damp environments, which they can find all too easily in a kitchen cupboard, backpack, or boot. A warm environment is preferred by some, such as yeasts and certain molds, but excessive heat kills fungi.

Proper storage and cleanliness can be used to avoid most ordinary fungi.

Ecology: Fungi break down organic matter, thus playing an important part in the nitrogen cycle by decomposing dead organisms into ammonia. Without the action of mushrooms and bracket fungi, soil renewal could not take place as readily as it does.

Fungi are also useful to man for many purposes. Yeasts are valuable as fermenting agents, raising bread and brewing wines, beers, and ales. Certain molds are important for cheese production. The color in blue cheese is a mold that has been encouraged to grow in this semisoft cheese.

Many fungi are edible, and connoisseurs consider some to be delicious. Pigs are used to hunt for truffles, an underground fungus that grows near tree roots and gives food a piquant flavor. No one has as yet managed to cultivate truffles—an enterprising botanist could make a mint by learning to grow these.

Mushrooms, the fruiting body of another underground fungus, can sometimes be eaten, but can be so poisonous that the novice mushroom hunter is allowed but one mistake in picking. The mycelium producing a single mushroom might extend beneath the ground for several feet in any direction.

Medicinally, green molds (such as penicillium) can be used as folk remedies for various bacterial infections.

Fungus

An alchemist expert in the ways of fungi can produce a variety of useful substances from their action on various materials.

Violet Fungus

Violet fungus growths resemble shriekers, and are usually (75%) encountered with them. The latter are immune to the touch of violet fungi, and the two types of creatures complement each other's existence.

Combat: Violet fungi favor rotted animal matter to grow upon. Each fungus has one to four branches with which it flails out if any animal comes within range (see following). The excretion from these branches rots flesh in one round unless a successful saving throw vs. poison is rolled or a *cure disease* spell is used. The branch length of this fungi depends upon the fungi's size. Violet fungi range from four to seven feet tall, the smallest having one-foot-long branches, the five-foot-tall fungi having two-foot-long branches, and so on. Any sized growth can have up to four branches.

Shrieker

Shriekers are normally quiet, mindless fungi that are ambulatory. They are dangerous to dungeon explorers because of the hellish racket they make.

Combat: Light within 30 feet or movement within 10 feet causes a shrieker to emit a piercing shriek that lasts for 1-3 rounds. This noise has a 50% chance of attracting wandering monsters each round thereafter.

Habitat/Society: They live in dark places beneath the ground, often in the company of violet fungi. When the shriekers attract curious dungeon dwellers by their shrieking, the violet fungi are able to kill them with their branches, leaving plenty of organic matter for these saprophytic life forms to feed on.

Ecology: Purple worms and shambling mounds greatly prize shriekers as food, and don't seem to mind the noise while eating.

Shrieker spores are an important ingredient in potions of plant control.

Phycomid

The algae-like phycomids resemble fibrous blobs of decomposing, milk-colored matter with capped fungi growing out of them. They exude a highly alkaline substance (like lye) when attacking.

Combat: These fungoid monsters have sensory organs for heat, sound, and vibrations located in several clusters. When phycomids attack, they extrude a tube and discharge the alkaline fluid in small globules that have a range of 1d6+6 feet.

In addition to alkaline damage, the globs that these creatures discharge might also cause victims to serve as hosts for new phycomid growth. If a victim fails a saving throw vs. poison, the individual begins to sprout mushroom-like growths in the infected area. This occurs in 1d4+4 rounds and inflicts 1d4+4 points of

damage. The growths then spread throughout the host body, killing it in 1d4+4 turns, and turning it into a new phycomid. A *cure disease* spell will stop the spread through the host.

Ascomoid

Ascomoids are huge, puffball-like fungi with very thick, leathery skin. They move by rolling.

Combat: At first, an ascomoid's movement is slow—3 for the first round, 6 the next, then 9, then finally 12—but they can keep it up for hours without tiring.

Ascomoids attack by rolling into or over opponents. Small- and medium-sized opponents are knocked down and must rise during the next round or remain prone.

The creature's surface is covered with numerous pocks which serve as sensory organs. Each pock can also emit a jet of spores to attack dangerous enemies. Large opponents or those who have inflicted damage upon the ascomoids are always attacked by spore jets. The stream of spores is about one foot in diameter and 30 feet long. Upon striking, the stream puffs into a cloud of variable diameter (five to 20 feet). The creatures under attack must roll a successful saving throw vs. poison or die from infection in their internal systems in 1d4 rounds. Even those who save are blinded and choked to such an extent that they require 1d4 rounds to recover and rejoin melee. Meanwhile, they are nearly helpless, and all attacks upon them gain a +4 bonus to attack rolls with no shield or Dexterity bonuses allowed.

Different types of weapons affect the ascomoid differently. Piercing weapons, such as spears, score double damage. Shorter stabbing weapons do damage as if against a small-sized opponent. Blunt weapons do not harm ascomoids, slashes and cuts from edged weapons cause only 1 point of damage. An ascomoid saves against magical attacks, such as magic missiles, fireballs, and lightning with a +4 bonus to the saving throw; damage is only 50% of normal (Cold-based attacks are at normal probabilities and damage.) As these fungi have no minds by ordinary standards, all spells affecting the brain (*charm*, *ESP*, etc.), unless specific to plants, are useless.

Gas Spore

At any distance greater than 10 feet, a gas spore is 90% likely to be mistaken for a beholder. Even at close ranges there is a 25% possibility that the creature is seen as a beholder. For a gas spore has a false central eye and rhizome growths atop it that strongly resemble the eye stalks of a beholder.

Combat: If the spore is struck for even 1 point of damage it explodes. Every creature within a 20-foot radius suffers 6d6 points of damage (3d6 if a saving throw vs. wands is successful).

If a gas spore makes contact with exposed flesh, the spore shoots tiny rhizomes into the living matter and grows through the victim's system within one round. The gas spore dies immediately. The victim must have a *cure disease* spell cast on him within 24 hours or die, sprouting 2d4 gas spores.

Galeb Duhr

CLIMATE/TERRAIN:	Any mountain
FREQUENCY:	Very rare
ORGANIZATION:	Family
ACTIVITY CYCLE:	Day
DIET:	Specia
INTELLIGENCE:	Very (11-12)
TREASURE:	Q (x3), X
ALIGNMENT:	Neutral

NO. APPEARING:	1-4
ARMOR CLASS:	-2
MOVEMENT:	6
HIT DICE:	8-10
THACO:	8 HD: 13 9-10 HD: 11
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2-16, 3-18, or 4-24
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	20%
SIZE:	L (8'-12' tall)
MORALE:	Fanatic (17)
XP VALUE:	8 HD: 8,000 9 HD: 9,000 10 HD: 10,000

The galeb duhr is a curious boulder-like creature with appendages that act as hands and feet. These intelligent beings are very large and slow-moving. They live in rocky or mountainous areas where they can feel the earth power and control the rocks around them.

A typical galeb duhr is from eight to 12 feet tall. When not moving it looks like part of the terrain it lives in.

Combat: Galeb duhr are fairly solitary creatures, preferring to live with a few of their own kind, and none of any other kind, including earth elementals. When approached, a galeb duhr is liable to avoid the encounter by disappearing into the ground. If chased or otherwise irritated, however, a galeb duhr does not hesitate to fight the intruder.

Galeb duhr can cast the following spells as 20th-level mages, once per day: *move earth*, *stone shape*, *passwall*, *transmute rock to mud*, and *wall of stone*. They can cast *stone shape* at will.

They can animate 1-2 boulders within 60 yards of them. AC 0; MV 3; HD 9; Dam 4d6) as a treant controls trees. Galeb duhr suffer double damage from cold-based attacks and save with a -4 penalty against these attacks. They are not harmed by lightning or normal fire, but suffer full damage from magical fire (though they save with a +4 bonus against fire attacks).

Habitat Society: Galeb duhr, thought to be native to the elemental plane of Earth, are sometimes encountered in small family groups in mountainous regions of the Prime Material plane.

It is not known how (or whether) galeb duhr reproduce, but "young" galeb duhr have occasionally been reported—those specimens encountered being a smaller size than normal.

While galeb duhr seem to have no visible culture above ground, they are known to collect gems, which they find through their *passwall* ability. They sometimes have small magical items in their possession, evidently taken from those who attacked them to take their gems.

The "music" of the galeb duhr often provides the first evidence that these creatures are near—and usually the only evidence, as the unsociable galeb duhr are quick to pass into the ground when they feel the vibrations of approaching visitors.



Sitting together in groups, the galeb duhr harmonize their gravelly voices into eldritch tunes; some sages speculate that these melodies can cause or prevent earthquakes. Others argue that the low rumbling produced by these creatures is a form of warning to others in the group, but there is no conclusive evidence either way.

Ecology: Galeb duhr have no natural enemies, other than those who crave the gems they collect. Galeb duhr eat rock, preferring granite to other types, and disdaining any sedimentary type. The rocks they eat become part of the huge creatures; such a meal need take place only once every two or three months.

Besides the gems that they carry with them, galeb duhr are likely to know where many other gems are, as well as veins of precious metals, such as gold, silver, and platinum, though galeb duhr seem to have no interest in these minerals for themselves. A few powerful mages have been able to bargain with the galeb duhr for this information. This is a difficult agreement to consummate, for the galeb duhr are valiant fighters, and usually have no difficulty in escaping from any harm if they are inclined to do so. Further, the galeb duhr are territorial, and would be irritated at any attempt to make use of this knowledge in their vicinity.

In some strange way, galeb duhr feel responsible for the smaller rocks and boulders around them, in much the same way that a treant feels responsible for trees in its neighborhood. A traveler who disturbs the area near a galeb duhr does so at his own peril.

Gargoyle

	Gargoyle	Margoyle
CLIMATE/TERRAIN:	Any land, subterranean, ocean	Any land, subterranean, ocean
FREQUENCY:	Uncommon	Rare
ORGANIZATION:	Tribe	Tribe
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Low (5-7)	Low (5-7)
TREASURE:	M x 10 (C)	Q (C)
ALIGNMENT:	Chaotic evil	Chaotic evil

NO. APPEARING:	2-16	2-8
ARMOR CLASS:	5	2
MOVEMENT:	9 Fl 15 (C)	6, Fl 12 (C)
HIT DICE:	4+4	5
THACO:	17	15
NO. OF ATTACKS:	4	4
DAMAGE ATTACK:	1-3/1-3/1-6/1-4	1-6/1-6/2-8/2-8
SPECIAL ATTACKS:	Nil	See below
SPECIAL DEFENSES:	+1 or better weapon to hit	+1 or better weapon to hit
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (6' tall)	M (6' tall)
MORALE:	Steady (11)	Elite (13)
XP VALUE:	650	975

These monsters are ferocious predators of a magical nature, typically found amid ruins or dwelling in underground caverns. They have their own guttural language.

Combat: Gargoyles attack anything they detect, regardless of whether it is good or evil, 90% of the time. They love best to torture prey to death when it is helpless.

These winged creatures are excellent fighters with four attacks per round. Their claw/claw/bite/horn combination can inflict up to 16 points of damage, while their naturally tough hide protects them from victims' attacks.

Gargoyles favor two types of attack: surprise and swooping. Counting on their appearance as sculptures of some sort, gargoyles sit motionless around the rooftop of a building, waiting for prey to approach. Alternatively, a gargoyle may pose in a fountain, or a pair of the horrid beasts sit on either side of a doorway. When the victim is close enough, the gargoyles suddenly strike out, attempting only to injure the victim rather than to kill it all at once. (To a gargoyle, inflicting a slow, painful death is best.)

When on the move, gargoyles sometimes use a "swoop" attack, dropping down suddenly from the sky to make their attacks in an aerial ambush. In this case, they can make either two claw attacks or one horn attack. To make all four of their attacks, they must land.

Habitat Society: Gargoyles live in small groups with others of their kind, interested in little more than finding other creatures to hurt. Smaller animals are scarcely worth the trouble to these hideous monsters, who prefer to attack humans or other intelligent creatures.

Gargoyles often collect treasure from human victims. Individuals usually have a handful of gold pieces among them, with the bulk of their treasure hidden carefully at their lair, usually buried or under a large stone.

Ecology: Originally, gargoyles were carved roof spouts, representing grotesque human and animal figures. They were designed in such a way that water flowing down gutters would be thrown away from the wall, so as to prevent stains and erosion. Later



some unknown mage used a powerful enchantment to bring these horrid sculptures to life. The race of gargoyles has flourished, spreading throughout the world.

Gargoyles do not need to eat or drink, so they can stand motionless for as long as they wish almost anywhere. The damage they do to other creatures is not for sustenance, but only for their distorted sense of pleasure.

Because they are fairly intelligent and evil, they will sometimes serve an evil master of some sort. In this case, the gargoyles usually act as guards or messengers, besides some gold or a few gems, their unsavory payment is the enjoyment they get from attacking unwanted visitors.

The horn of the gargoyle is the more common active ingredient for a *potion of invulnerability* and can also be used in a *potion of flying*.

Kapoacanth

This creature is a marine variety of gargoyle that uses its wings to swim as fast as the land-dwelling gargoyle flies. Kapoacanth conform in all respects to a normal gargoyle. They dwell in relatively shallow waters, lair in undersea caves.

Like gargoyles, kapoacanth are eager to cause pain to others, and mermaids, sea elves, and human visitors are all equally qualified candidates for this.

Margoyle

Margoyles are a more horrid form of gargoyle. They are found mainly in caves and caverns. Their skin is so like stone that they are only 20% likely to be seen when against it. They attack with two claws, a pair of horns, and a bite. They speak their own language and that of gargoyles. They are 20% likely to be found with the latter, either as leaders or masters.

CLIMATE/TERRAIN:	Jann Any land	Marid Water
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Amirate	Padishate
ACTIVITY CYCLE:	Day	Day
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Very to exceptional (11-16)	High to genius (13-18)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral (good)	Chaotic

NO. APPEARING:	1-2	1
ARMOR CLASS:	2 (5)	0
MOVEMENT:	12, Fl 30 (A)	9, Fl 15 (B), Sw 24
HIT DICE:	6+2	13
THAC0:	13	9
NO. OF ATTACKS:	1	1
DAMAGE ATTACK:	By weapon +strength bonus	8-32
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	20%	25%
SIZE:	M (6'-7' tall)	H (18' tall)
MORALE:	Champion (15)	Champion (16)
XP VALUE:	2,000	15,000

The two varieties of genie described here come from the Prime Material plane and the elemental plane of Water. Living among their own kind, organized into their own societies, these beings are sometimes encountered on the Prime Material plane, often summoned specifically to perform some service.

All genies can travel to any elemental plane as well as the Prime Material and Astral planes.

Jann

The race of the jann is the weakest of the elemental humanoids (dao, djinni, efreeti, marid) collectively known as genies, because a jann is formed out of all four elements and must therefore spend most of his time on the Prime Material plane. In addition to speaking the common tongue and the various languages of geniekind, jann are able to speak with animals.

Combat: Jann often (60%) wear chain mail armor, which gives an effective AC of 2. They typically use large scimitars (inflicting 2d4 points of damage against small and medium opponents, or 2d8 points against large opponents) and composite long bows. Male jann have Strengths ranging from 18/01 to 18/00, and females have Strengths from 17 (roll of 01-50) to 18/50 (roll of 51-00).

In addition to the ability to fly, jann have the following spell-like powers they can employ at will, one at a time: one per round *growth/reduction* twice each per day, *invisibility* three times per day, *create food and water* once per day as a 7th-level priest, and *etherealness* once per day for a maximum of one hour. Jann perform at 12th-level ability, except as noted.

Habitat Society: Jann favor dwelling in forlorn desert areas at hidden oases, where they have both privacy and safety. The society of jann is very open, and males and females are regarded as equals. A group of 1d20+10 individuals typically makes up a tribe ruled by a sheik and one or two viziers. Exceptionally powerful sheiks are given the title of amir, and in time of need they gather and command large forces of jann (and sometimes allied humans).

Many jann tribes are nomadic, traveling with flocks of camels, goats, or sheep from oasis to oasis. These bedouin jann appear



human in every respect, and are often confused with them—unless they are attacked. The jann are strong and brave, and do not take kindly to insult or injury. The area covered by a jann tribe can extend hundreds of miles in any direction.

While traveling, the jann live in large, colorful tents with their wives and married male children. Married daughters move away to live with their new husbands. When a family eventually grows to a size that can no longer reside comfortably in the tent, a new tent is built, and a son takes his wife and family with him to this new dwelling. At permanent oases, the jann not only live in tents, but also in elegantly styled structures built from materials brought from any of the elemental planes.

Jann are able to dwell in air, earth, fire, or water environments for up to 48 hours. This includes the elemental planes, to which any jann can travel, even taking up to six individuals along if those persons hold hands in a circle with the jann. Failure to return to the Prime Material plane within 48 hours inflicts 1 point of damage per additional hour on the jann, until a return to that plane occurs or the jann dies. Travel to another elemental plane is possible, without damage, providing at least two days were spent on the Prime Material plane immediately prior to the travel.

Ecology: Jann tend to be suspicious of humans. They do not like demihumans, and detest humanoids. Jann accept djinn, but shun dao, efreet, and marids. They sometimes befriend humans or work with them for some desired reward, such as potent magical items.

One ethic that the jann share with other bedouins is the cultural demand for treating guests with honor and respect. Innocent visitors (including humans) to the jann are treated hospitably during their stay, but some day might be expected to return the favor.

Jannee Leaders: Jannee leaders have genius (17-18) Intelligence, higher Hit Dice (up to 8 for sheiks, 9 for amirs) and greater Strength (19 possible 10% of the time). Viziers have Intelligence of genius to supra-genius (19-20) and the following spell-like powers: *augury*, *detect magic*, and *divination*, three times per day each at 12th-level ability.

Genie

Marid

The marid are said to be born of the ocean, with currents as their muscles and pearls as their teeth. These genies from the elemental plane of Water, are the most powerful of all geniekind. They are also the most individual and chaotic of the elemental races, and only rarely deign to serve others.

On their own plane they are rare; marids travel so seldom to the Prime Material plane that many Prime Material regions consider marids to be creatures of legend only. Like other true genies, marids can speak their own tongue and that of any person or beast with intelligence they meet, through a limited form of telepathy that enables them to speak appropriately.

Combat: Marids perform as 26th level spellcasters. Their magical properties enable them any of the following spell-like powers, one at a time, twice each per day: *detect evil/good*, *detect invisible*, *detect magic*, *invisibility*, *assume liquid form* (similar to *assume gaseous form*), *polymorph self*, and *purify water*. Marids can perform any of the following up to seven times per day: *assume gaseous form*, *lower water*, *part water*, *wall of fog*, or *bestow water breathing* upon others for up to one full day. Once per year a marid can use *alter reality*.

Marids can always create water, which they can direct in a powerful jet up to 60 yards long, causing both blinding effect on the individual struck (saving throw applies) and 1d6 points damage. Marids also have the innate ability to water walk (as the ring).

It is possible for a marid to freely carry 1,000 pounds in weight. Double this weight causes tiring in three turns. For every 200 pounds under 2,000, add one turn to the marid's carrying ability (e.g., 1,200 pounds can be carried for seven turns before tiring occurs). A tired marid must rest for six turns.

Marids swim very fast. Of course they can breathe water and are at home at any depth. They have infravision.

Marids are not harmed by water-based spells. Cold-based spells grant them a +2 bonus to saving throws and -2 to each die of damage. Fire inflicts +1 per die of damage, with saving throws at a -1 penalty. Note that steam does not harm them.

Habitat Society: Marids live in a loose empire ruled by a padisha, for each marid lays some claim to royalty—they are all shahs, atabegs, beglerbegs, or mufti at the very least. There have often been several "true heirs" to the padisha's throne simultaneously through the eons.

A marid household numbers 2d10 and is located around loosely grouped elemental pockets containing the basic necessities for marid life. Larger groups of marids gather for hunts and jousts, during which individual effort is heavily emphasized.

The race of marids is very independent and egoistic. Forcing a marid to serve is a most difficult task. Bribery and flattery may be slightly more successful, but marids can never be relied upon.

Marids are champion tale-tellers, though most of their tales emphasize their own prowess and belittle others. When communicating with a marid, one must attempt to keep the conversation going without continual digression for one tale of might or another, while not offending the marid. (Marids consider it a capital offense for a lesser being to offend a marid.)

Marids are not easily forced to perform actions; even if convinced (usually through flattery and bribery) to obey, they often stray off their intended courses to seek some other adventure that promises greater glory, or to instruct lesser creatures on the glories of maridkind. Most mages skilled in summoning and conjuration consider marids to be more trouble than they are worth, which accounts for the great lack of marid-controlling items (as opposed to those affecting efreet and djinn).

Besides the Astral, elemental, and Prime Material planes, the planes that all genies can travel to, the Ethereal plane is also open to marids.

Ecology: Marids tolerate their geniekind relatives, putting up with the jannee and djinn like poor cousins, while evincing much dislike of the efreet and dao. Their attitude toward the rest of the world is somewhat similar; most creatures from other planes are lesser beings, not to be bothered with unless one lands in the least-hall at an inopportune time.



Giant-kin, Cyclops

CLIMATE/TERRAIN:	Temperate/ Hills and mountains
FREQUENCY:	Rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Low to average (5-10)
TREASURE:	C
ALIGNMENT:	Chaotic (evil)

NO. APPEARING:	1-8
ARMOR CLASS:	3
MOVEMENT:	12
HIT DICE:	5
THACO:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-8 (weapon) +4 (Str bonus)
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (7 $\frac{1}{2}$ ' tall)
MORALE:	Elite (13)
XP VALUE:	270

A diminutive relation to true giants, cyclopskin are single-eyed giants that live alone or in small bands.

The typical cyclopskin weighs around 350 pounds, and stands 7 $\frac{1}{2}$ feet tall. A single large, red eye dominates the center of its forehead. Shaggy black or dull, deep blue hair lies in a tangled mess on its head and shoulders. Its skin is a ruddy brown to muddy yellow. Cyclopskin commonly dress in a ragged, patchwork quilt of animal hides. Crude sandals are formed from several layers of hide. They usually smell of field, equal parts of dirt and dung. Their voices are rough and sharp, like a wagon wheel broken on a boulder.

Combat: A cyclopskin is armed with either a club (treated as a morning star) or a bardiche (axe head on a five-foot-long pole). Each also carries a heavy hurling spear (1d6 damage, +4 Strength bonus) and a sling of great size (1d6 damage). Cyclopskin are treated as having a Strength of at least 18. An exceptional specimen may have a Strength of 19. They never wear armor or use shields, as their tough hide gives them reasonable protection from harm.

Cyclopskin do not bother with great strategy in combat. If their opponents are out of reach, they use slings or hurl heavy spears. They can not throw boulders like true giants. Since the single eye of the cyclopskin gives it poor depth perception, all missile attacks suffer a -2 penalty to attack rolls, but not to damage. If the opponents are close, the cyclopskin rush in to fight with their clubs or bardiches.

Habitat/Society: These single-eyed humanoids shy away from any organized settlement. If left alone, they tend to leave armed groups alone. However, they are not above attacking a much weaker force if stumbled upon. Cyclopskin have no regard for any form of life other than others of their kind. Captives are either enslaved or eaten. This doesn't happen very often, since the cyclopskin tend to live in remote rocky places. They rarely wander more than 10 miles from their caves.

Being poor hunters, most cyclopskin clans keep small herds of



creatures, such as goats or sheep. Some clans are nomadic, others stay put in their caves. Once a year, in the spring, area clans meet to exchange goods and slaves and to select mates. On rare occasions a charismatic cyclopskin arises and brings together several clans to form a wandering tribe. The largest known tribe numbered around 80 fighting cyclopskin. Such a band will aggressively raid outlying areas with a boldness uncommon for the single clan. All group decisions are made by the strongest and toughest cyclopskin in the group, usually by intimidating the others. This leads to many brawls and fist fights. There are no rules in such a fight, and it can lead to death or permanent injury for the loser.

A cyclopskin cave is sealed with boulders to allow only one entrance. Inside, if size permits, there is a wooden pen to house both animals and slaves. These always have roofs, either of wooden bars or of the cave ceiling. At night, a large boulder or stout wooden gate is placed at the entrance to protect the cyclopskin from predators. There is no interior fire pit, as cyclopskin use fire infrequently, and always outside on those rare occasions. (Cyclopskin tend to distrust fire.) Any treasure, always ill-gotten, is kept in a sack in the cave.

Ecology: A cyclopskin can survive on almost any animal or plant diet. They enjoy meat of all sorts and prize it above vegetable foods. While they live off the land, they do not live with it. They have absolutely no sanitary practices, and rarely even cook their meals. They take no care to preserve their environment while hunting, and are considered to be one of the easiest creatures of their size to track.

The life of a cyclopskin is hazardous, and hence they have a short life expectancy. Besides human adventurers, there are many predators, such as tigers, true giants and other giant kin, wyverns, and trolls, that are not above attacking a small group of these giant kin. However, mountain dwarves actually go out of their way to hunt cyclopskin, receiving the dwarven bonus against giantkind.

Giant-kin, Firbolg

CLIMATE/TERRAIN:	Temperate/ Hills and forests
FREQUENCY:	Very rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average to genius (8-18)
TREASURE:	E, Y (M x 10, Q
ALIGNMENT:	Neutral (chaotic good)

NO. APPEARING:	1-4 or 4-16
ARMOR CLASS:	2
MOVEMENT:	15
HIT DICE:	13+7
THAC0:	9
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-10 (weapon) +7 (Str bonus)
SPECIAL ATTACKS:	Spells
SPECIAL DEFENSES:	Swat away missiles
MAGIC RESISTANCE:	15%
SIZE:	L (10½' tall)
MORALE:	Champion (16)
XP VALUE:	8,000 Shaman: 9,000



Of all the giant-kin, the firbolg is the most powerful, due to natural intelligence and considerable magical power.

Firbolgs appear to be normal humans, except that they are over 10 feet tall and weigh over 800 pounds. They wear their hair long and keep great, thick beards. Their skin is a normal fleshy pink with any shade of hair color, although blonde and red are most common. The flesh and skin of firbolgs are unusually dense and tough. Their voices are a smooth, deep bass, thick with rolling consonants.

Combat: Firbolgs can use any large size weapons; they disdain the use of armor or shields. Of manmade weapons, they prefer two-handed swords and halberds, both of which they may use in one hand without penalty. Weapons of their own make are double size equivalents of human weapons, for which they get a Strength bonus (19 Strength, +7 damage). However, when used with both hands, these huge weapons inflict double their normal damage, plus the Strength bonus.

If a firbolg has one hand free, it can bat away up to two missiles per round. Large missiles, such as boulders, or those with long shafts, such as javelins and spears, can be caught if desired. A catch or bat is successful 75% of the time (6 or better on 1d20). A caught weapon may be thrown at any opponent on the next round with a -2 penalty to the attack roll, for using its off hand.

All firbolgs have the following magical powers, usable once per day on any round they are not engaged in melee combat: *detect magic*, *diminution* (as double the potion), *fool's gold*, *forget*, and *alter self*. There is a 5% cumulative chance per member of a group that one of the firbolgs is a shaman of 1st through 7th level.

Firbolgs are cautious and crafty. They have learned to distrust and fear humans and demihumans. If possible they avoid an encounter, either by hiding or with deception. If forced to fight, they do so with great strategy, utilizing the terrain and situation to best effect. They operate as a group, not a collection of individuals. Ten percent of all encounters is a large group of 4d4 members en route to an enclave of some sort.

Habitat/Society: Firbolgs live in remote forests and hills. These giant-kin distrust most other civilized races, and stay well away from them. They keep on even terms with druids and the faerie

creatures, including elves, neither asking nor giving much, but avoiding insult or injury. Strangers are met with caution, frequently in illusionary disguise as one of their own race. They do not attack or kill without reason, but do enjoy pranks, particularly those that relieve strangers of treasure.

Firbolg society is close-knit and centered around the family or clan. Each clan has 4d4 members and frequently a shaman. The level of the shaman is determined by rolling 2d4-1 if the DM doesn't wish to choose it himself. The clans live apart from each other, existing as gatherers and sometimes nomads. Their homes are huge, single-storey, wooden houses with stout walls and a central fireplace opening in several directions in the common room. When great decisions are needed, the clans involved meet in an enclave. This happens at least once a year at the fall solstice, just to celebrate if nothing else. The shamans preside over these events, and settle any disputes between clans.

Ecology: Firbolgs live off the land and with it. Their homes are built from trees cleared from around the house. The clan does keep a field for harvest, but only enough to supplement their diet. They trade tasks involving great strength for food, usually with other peaceful folk in the forests or hills. The rest of their food is obtained by gathering and hunting an area up to 20 miles from their homestead. Meat is used in small quantities for most meals, although major celebrations always include a large roast of some sort.

Although many creatures are capable of killing a firbolg, none hunt them explicitly. They are stronger than most forest beasts and intelligent creatures know better than to mess with them. They avoid true giants, except storm giants, and aggressively repel other giant-kin from their lands.

Giant-kin, Fomorian

CLIMATE/TERRAIN:	Any mountain and subterranean
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	D, Q x 10
ALIGNMENT:	Neutral evil

NO. APPEARING:	1-4
ARMOR CLASS:	3
MOVEMENT:	9
HIT DICE:	13 + 3
THAC0:	9
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2 x weapon, +8 (Str bonus)
SPECIAL ATTACKS:	Surprise
SPECIAL DEFENSES:	Only surprised on a 1
MAGIC RESISTANCE:	Nil
SIZE:	H (13 1/2' tall)
MORALE:	Elite (14)
XP VALUE:	6,000

Fomorians are the most hideous, deformed, and wicked of all giant kin.

The fomorian giants are all grossly deformed behemoths. Each has a different set of deformities, which must be determined by the DM. A partial list of deformations includes misplaced limb, misshapen limb, misplaced facial feature, hunchbacked, bulging body part, drooping flesh, body part too big or too small, flapping ears, huge snout, large feet on short legs. Their thick, hairy hides, combined with the pelts and odd metal bits they wear for protection, give an effective AC of 3. They have scattered patches of hair as tough as wire on their pale white skin. Large warts and other growths are scattered across their bodies. There is no single odor associated with fomorians: some smell strongly due to overactive sweat glands, others have no smell. Their voices are also each different due to their unique deformities.

Combat: Fomorians use all manner of clubs and other blunt instruments. Regardless of the weapon, it inflicts double damage plus 8 points for Strength, while their fists alone inflict 2d4 + 8 points of damage. Their deformities prevent them from hurling boulders as true giants. They work any bits of metal they can find and scavenge into their clothing, to aid their Armor Class. The typical fomorian is AC 3, while a particularly well armored one, or one with a shield, might get an AC as good as 1, but no better.

Typical fomorian strategy is to sneak up on an opponent and hit him as hard as it can. It works well for them since their opponents suffer a -2 penalty to their surprise rolls, because the fomorians move slowly and carefully. These giant-kin are only surprised on a 1 on the 1d10 surprise roll, because they tend to have eyes and ears in odd places on their heads. If the fomorian bothers to keep an opponent alive, he is crudely tortured until dead, and then eaten.

Habitat/Society: Fomorians live in mountain caves, abandoned mines, or other subterranean realms. They rarely modify their homes, but adapt to what is already there. These deformed giants wander throughout the underground complex, for almost any distance, stopped only by hazards they do not want to challenge. A fomorian clan picks a small (to them) defensible alcove in which to lair. Their territories are sometimes marked by the



bodies of their enemies. Their treasure consists only of stolen items from enemies. Pieces of armor are added to their own patchwork protection. Since they do not care for it, this armor quickly deteriorates and becomes worthless.

Their society is ruled by depravity and wickedness. The strongest and cruellest giant rules over all the others within reach, which is usually a small number. The women and children are treated as slaves. Acts of violence are common among fomorians, sometimes resulting in permanent injury or death.

Fomorian giants have been known to work with other creatures for evil causes. Usually the other creatures must completely dominate the fomorians, or be capable of it, to form the alliance. Such an agreement lasts only as long as the fomorians fear their cohorts. Once their interests no longer coincide or the fomorians no longer feel threatened, they double-cross their partners, as gruesomely as possible.

Ecology: These twisted giants can live for weeks on little or no food. This is good, because their underground dwellings do not provide an abundance of it. They can eat almost any organic material, including fungi, lichens, plants of all sorts, bats, mice and fish. They particularly savor the taste of large mammals, especially those that beg not to be eaten. Preparing a meal usually involves torturing it rather than efforts to improve the taste.

Giant-kin, Verbeeg

CLIMATE/TERRAIN:	Temperate and arctic/Hills
FREQUENCY:	Uncommon
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average to very (8-12)
TREASURE:	B (K, L, M x 5)
ALIGNMENT:	Neutral (evil)

NO. APPEARING:	1-6 or 5-30
ARMOR CLASS:	4 or better
MOVEMENT:	18
HIT DICE:	5+5
THACO:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-6 (weapon) +3 to +6 (Str bonus.
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (8½' to 10' tall)
MORALE:	Elite (13)
XP VALUE:	270

Known as "human behemoths," these human giants inhabit areas infested with hill giants and ogres.

Verbeeg vary in height from 8½ to 10 feet tall, and weigh between 300 and 400 pounds. They are unusually thin for their height, although this does not inhibit their fighting ability. Some have minor deformities, such as club foot, uneven eyes, hair lips etc. In all other respects they appear human, including skin, hair and eye color. They wear as much protective clothing and armor as they can obtain, which isn't much. Usually they wear furs and hides with pieces of metal armor stitched into strategic places. They almost always carry shields and have the best weapons they can steal. Typically this means clubs and spears.

Combat: Verbeeg are smart enough to let others soften up the enemy first. This does not mean that they are cowards—only selfish and practical. Since they are commonly found with hill giants and ogres, in the first few rounds of combat verbeeg drive their less intelligent companions before them into battle. This is accompanied by many curses, oaths, and highly descriptive accounts of the giants' and ogres' parentage.

Once the battle has begun, the verbeeg take on the stragglers and use their missile weapons, usually spears. The Strength of the giant determines how much further than normal the weapons can be hurled. Whatever their weaponry, the verbeeg get a Strength bonus for damage. Each giant must have his Strength determined individually (or once for the whole group at the DM's option) by rolling 1d10 and consulting the following table. Armor is always at least the equivalent of AC 4, and sometimes better, although never better than AC 1.

D10 Roll	Strength	Damage Bonus	Add to Throwing Range
1-2	18/51-75	+3	30 yards
3-6	18/76-90	+4	40 yards
7-9	18/91-99	+5	50 yards
10	18/00	+6	60 yards

Habitat Society: Verbeeg are found in the same climates as ogres and hill giants. These human behemoths are never found wandering alone. Thirty percent of wandering verbeeg encounters find 1d6 of these giant-kin with 1d4 hill giants or ogres (equal



chance), which also share their lair; 50% of the time 1d6 verbeeg are with 1d6 wolves or worgs (in polar climes winter wolves or polar bears); the rest of the time (20%) 1-2 of them are encountered with a normal sized group of wandering monsters found in that area (DM must use reasonable judgment in this case).

A verbeeg lair is usually an underground place, such as a cave or inside old ruins. There 5d6 of them can be found, an equal number of females (equal to males in combat), and 2d6 young. Half the young fight as bugbears, the other half fight as goblins. A lair usually includes 2d4 wolves (75% chance) or 1d4 worgs (25% chance). In arctic climes substitute 1-2 polar bears for wolves, and 1-3 winter wolves for worgs.

There is a 2% cumulative chance per giant of a shaman with the tribe. The verbeeg are jointly ruled by the shaman (if there is one) and a warrior chieftain. The shaman can be up to 7th level. The warrior chieftain always has 18/00 Strength and no fewer than 40 hit points. The chieftain is responsible for all activities involving hunting, war and negotiations with strangers. The shaman is responsible for all activities inside the tribe, dispensing judgments concerning law and all magic. Any magical items in the tribe belong to the shaman; he has a 90% chance of knowing how to use these. Most magical items that he does not understand are thrown into the tribal refuse heap before too long.

Ecology: Verbeeg eat almost anything, but they love flesh of all sorts. They maintain a mutually beneficial relationship with the giants and ogres that share their lair. The verbeeg provide the intelligence and direction that these giant types lack, and the giants provide protection by their greater fighting prowess. To watch a group in action can be hilarious, so long as you are not their intended victims. Hill giants and ogres are too stupid to think much on their own. They tend to follow directions too literally. This usually infuriates the verbeeg. They hop back and forth from foot to foot screaming insults at the befuddled giants that tower over them in height and size, as even the simplest instructions are misinterpreted by these denser humanoid.

Gorgon

CLIMATE/TERRAIN:	Temperate or tropical/ Wilderness or subterranean
FREQUENCY:	Rare
ORGANIZATION:	Group
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	(E)
ALIGNMENT:	Nil

NO. APPEARING:	1-4
ARMOR CLASS:	2
MOVEMENT:	12
HIT DICE:	8
THAC0:	12
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-12
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (8' tall)
MORALE:	Average (8-10)
XP VALUE:	1,400

Gorgons are fierce, bull-like beasts who make their lairs in dreary caverns or the fastness of a wilderness. They are aggressive by nature and usually attack any creature or person they encounter.

Monstrous black bulls, gorgons have hides of thick metal scales. Their breath is a noxious vapor that billows forth in great puffs from their wide, bull nostrils. Gorgons walk on two hooves, when necessary, but usually assume a four-hoofed stance. Despite their great size, they can move through even heavy forests with incredible speed, for they simply trample bushes and splinter smaller trees. Gorgons speak no languages but let out a roar of anger whenever they encounter other beings.

Combat: Four times per day gorgons can make a breath weapon attack (their preferred means of attack). Their breath shoots forth in a truncated cone, five feet wide at the base and 20 feet wide at its end, with a maximum range of 60 feet. Any creature caught in this cone must roll a saving throw vs. petrification. Those who fail are turned to stone immediately! The awareness of gorgons extends into the Astral and Ethereal planes, as do the effects of their breath weapon.

If necessary (i.e., their breath weapon fails) gorgons will engage in melee, charging forward to deliver a vicious head butt or horn gore. Gorgons fight with unrestricted ferocity, slashing and trampling all who challenge them until they themselves are slain.

Habitat/Society: It is believed that gorgons can actually devour the living statues they create with their breath weapon. Whether their flat iron teeth break up and pulverize the stone or their saliva returns the victim to flesh while they eat is a matter for conjecture.

Their primary prey are deer and elk, but gorgons won't hesitate to add other meats to their diet when hungry. Their sense of smell is acute and once they get on the trail gorgons are 75% likely to track their victim successfully. Once their victim is in sight, gorgons let out a scream of rage and then charge. Unless somehow evaded, a gorgon will pursue tirelessly, for days if necessary, until the prey either drops from exhaustion or is caught in the gorgon's deadly breath.

Gorgons have no use for treasure, hence gold and gems are often left petrified on the statue of the being that once wore them.



Occasionally a gorgon in his haste will devour something of value; the items will later be left in the gorgon's droppings, somewhere near the entrance to its lair.

Gorgons are usually encountered in groups of three or four—one male bull with two or three females. Gorgon calves are raised by the females to the age of two, then the young bulls are turned out to make their own way. Females remain with the dominant bull.

About 25% of the time only a single gorgon is encountered. Lone gorgons are always rogue males in search of females.

The forest around a gorgon lair is usually a crisscrossing network of trails and paths they've made. Occasionally there are clearings where the grasses were trampled down in a battle and perhaps the shattered remains of a statue can be found.

Ecology: Gorgons have no natural enemies other than themselves. Bull gorgons are often called upon to defend their positions against rogue gorgons. These battles are not usually fatal, but even a gorgon can be felled by a well-aimed horn gore. The only other creature known to hunt these fierce predators is man.

Gorgon blood, properly prepared, can seal an area against ethereal or astral intrusion; their powdered scales are an ingredient in the ink used to create a *protection from petrification* scroll.

In addition, the hide of a gorgon can be fashioned, with considerable work and some magical enhancement, into a fine set of scale mail. This armor will provide the wearer with a +2 bonus to all saving throws vs. petrification or flesh-to-stone spells.

Griffon

CLIMATE/TERRAIN:	Temperate or subtropical, Hills or mountains
FREQUENCY:	Uncommon
ORGANIZATION:	Pride
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Semi- (2-4)
TREASURE:	(C, S)
ALIGNMENT:	Neutral

NO. APPEARING:	2-12
ARMOR CLASS:	3
MOVEMENT:	12, Fl 30 (C, D if mounted)
HIT DICE:	7
THAC0:	13
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-4/1-4/2-16
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (about 9' long)
MORALE:	Steady (11-12)
XP VALUE:	650

Half-lion, half-eagle, griffons are ferocious avian carnivores that prey upon horses and their kin (hippogriffs, pegasi, and unicorns). This hunger for horseflesh often brings griffons into direct conflict with humans and demihumans.

Adult griffons stand five feet at the shoulder and weigh over half a ton. Their head, upper torso, and forelegs are like those of a giant eagle. This eagle half is covered in golden feathers from its wing tips to its razor-sharp beak. Their powerful forelimbs end in long, hooked talons. Wings, with a span of 25 feet or more, rise out of their backs. The lower half of a griffon is that of a lion. Dusky yellow fur covers the lion half's muscular rear legs and clawed feet. A lion's tail hangs down from the griffon's powerful rear haunches. Griffons speak no languages, but emit an eagle-like screech when angered or excited (usually by the smell of horse).

Combat: Griffons hunt in groups of 12 or less, searching the plains and forests near (within 20 miles) their lair for horses and herd animals. With their superior vision and sense of smell, griffons can spot prey up to two miles distant. If the prey is horse or horse-kin, griffons are 90% likely to attack even if the horses have riders. Griffons hunt only for food, so a rider who releases one or two horses can usually escape unharmed (though in all likelihood his horse won't). Any attempt to protect a horse brings the full fury of the attacking griffons on the protector.

When attacking ground targets, griffons use their great size and weight to swoop down from above and raking their opponent with the talons before landing nearby. Griffons always fight to the death if there is horseflesh at stake.

In aerial combat, griffons are equally fierce, lunging into battle and tearing at their opponent until they or their prey are dead. Many a griffon has plummeted to its death with a struggling hippogriff caught firmly in its grasp.

Habitat/Society: Griffons prefer rocky habitats, near open plains. Once griffons establish their territory, they remain until the food supply has been exhausted.

Griffons, like lions, live in prides, with each pride comprising several mated pairs, their young, and one dominant male. The dominant male is responsible for settling territorial disputes with



other prides and choosing the direction the hunt will take.

Each pair of mated griffons in the pride has its own nest, located near the pride's other lairs. Griffon nests are usually situated in shallow caves high along a cliff face.

The nests are made of sticks and leaves, as well as an occasional bone. Griffons collect no treasure, but their caves frequently contain the remains of unfortunate travelers who tried to protect their horses from the griffons.

During spring, female griffons lay one or two eggs that hatch in the late summer. For the first three months griffon young are known as hatchlings, thereafter until they mature the young are called fledglings. Griffon young grow rapidly for three years until they are large enough to hunt with the pride. Adult griffons are extremely protective of their young and attack without mercy any creature that approaches within 100 feet of the nest.

Ecology: If trained from a very early age (three years or less) griffons will serve as mounts. The training, however, is both time-consuming and expensive, requiring the expertise of an animal trainer for two years. Once trained, though, griffons make fierce and loyal steeds, bonding with one master for life, and protecting him even unto death. A griffon mount knows no fear in battle, but attacks any horse or horse-kin in preference to other opponents.

Acquiring a griffon fledgling is a very dangerous venture as the adults never stray far from the nest and fight to the death to defend eggs or young. Any given griffon nest is 75% likely to contain one or two fledglings or eggs. Fledgling griffons sell for 5,000 gold pieces on the open market; eggs sell for 2,000 gold pieces each.

Groaning Spirit (Banshee)

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Nil
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	(D)
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	15
HIT DICE:	7
THAC0:	13
NO. OF ATTACKS:	1
DAMAGE ATTACK:	1-8
SPECIAL ATTACKS:	Death wail
SPECIAL DEFENSES:	+1 or better weapon to hit
MAGIC RESISTANCE:	50%
SIZE:	M (5'-6' tall)
MORALE:	Elite (13)
XP VALUE:	4 000



The groaning spirit, or banshee, is the spirit of an evil female elf - a very rare thing indeed. Groaning spirits hate the living, finding their presence painful, and seek to harm whomever they meet.

Groaning spirits appear as floating, luminous phantasms of their former selves. Their image glows brightly at night, but is transparent in sunlight (60% invisible). Most groaning spirits are old and withered, but a few (10%) who died young retain their former beauty. The hair of a groaning spirit is wild and unkempt. Her dress is usually tattered rags. Her face is a mask of pain and anguish, but hatred and ire burns brightly in her eyes. Groaning spirits frequently cry out in pain—hence their name.

Combat: Groaning spirits are formidable opponents. The mere sight of one causes fear, unless a successful saving throw vs. spell is rolled. Those who fail must flee in terror for 10 rounds and are 50% likely to drop any items they were carrying in their hands.

A groaning spirit's most dreaded weapon is its wail or keen. Any creature within 30 feet of a groaning spirit when she keens must roll a saving throw vs. death magic. Those who fail die immediately, their face contorted in horror. Fortunately, groaning spirits can keen just once per day, and then only at night. The touch of a groaning spirit causes 1d8 points of damage.

Groaning spirits are incorporeal and invulnerable to weapons of less than +1 enchantment. In addition, groaning spirits are highly resistant to magic (50%). They are fully immune to *charm*, *sleep*, and *hold* spells and to cold- and electricity-based attacks. Holy water causes 2d4 points of damage if broken upon them. An *dispel evil* spell will kill a groaning spirit. A groaning spirit is turned as a "special" undead.

Groaning spirits can sense the presence of living creatures up to five miles away. Any creature that remains within five miles of a groaning spirit's lair is sure to be attacked when night falls. The nature of this attack varies with the victim. Beasts and less threatening characters are killed via a touch. Adventurers or demihumans are attacked by keening. Creatures powerful enough to withstand the groaning spirit's keen are left alone.

When attacking adventurers, the groaning spirit attacks at night with her wail. If any characters save successfully, she then retreats to her lair. Thereafter, each night, the groaning spirit returns to wail again. This routine is repeated until all of the victims

are dead or have left the groaning spirit's domain, or until the groaning spirit is slain.

Habitat/Society: Groaning spirits loathe all living things and thus make their homes in desolate countryside or ancient ruins. There they hide by day, when they cannot keen, and wander the surrounding countryside by night. The land encircling a groaning spirit's lair is strewn with the bones of beasts who heard the groaning spirit's cry. Once a groaning spirit establishes her lair, she will remain there.

The treasure of groaning spirits varies considerably and often reflects what they loved in life. Many hoard gold and fine gems. Other groaning spirits, particularly those that haunt their former homes, show finer tastes, preserving great works of art and sculptures, or powerful magical items.

It is nearly impossible to distinguish the cry of a groaning spirit from that of a human or elf woman in pain. Many a knight-gallant has mistaken the two sounds, and then paid for the mistake with his life. Groaning spirits are exceptionally intelligent and speak numerous languages, including common, elvish, and other demihuman languages.

Groaning spirits occasionally use their destructive powers to seek revenge against their former adversaries in life.

Ecology: Groaning spirits are a blight upon wherever they settle. They kill without discretion, and their only pleasure is the misfortune and misery of others. In addition to slaying both man and beast, a groaning spirit's keen has a powerful effect upon vegetation. Flowers and delicate plants wither and die and trees grow twisted and sickly, while hardier plants, thistles and the like flourish. After a few years all that remains within five miles of a groaning spirit's lair is a desolate wilderness of warped trees and thorns mixed with the bones of those creatures that dared to cross into the groaning spirit's domain.

Guardian Daemon

	Least	Lesser	Greater
CLIMATE/TERRAIN:	Any	Any	Any
FREQUENCY:	Rare	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Nil	Nil	Nil
INTELLIGENCE:	Average (8-10)	Very (11-12)	High (13-14)
TREASURE:	See below	See below	See below
ALIGNMENT:	Neutral	Neutral (evil)	Neutral (evil)

NO. APPEARING:	1	1	1
ARMOR CLASS:	3	1	-1
MOVEMENT:	9	9	9, Fl 9 (D)
HIT DICE:	6	8	10
THACO:	13	12	10
NO. OF ATTACKS:	3	3	3
DAMAGE/ATTACK:	1-4/1 10/1-10	1-6/1-12/1-12	1-10/1-12/1-12
SPECIAL ATTACKS:	See below	See below	See below
SPECIAL DEFENSES:	See below	See below	See below
MAGIC RESISTANCE:	Nil	Nil	25%
SIZE:	Variable	Variable	L (9' tall.)
MORALE:	Elite (14)	Champion (16)	Fanatic (18)
XP VALUE:	2 000	4,000	11,000



These daemons are summoned by evil wizards or priests to guard something of importance. Guardian daemons always defend their charge with great ferocity.

There are three types of guardian daemons—least, lesser, and greater. The least and lesser guardian daemons vary in size and form, often being horned and frog-like (least) or ape- or boar-like (lesser). Greater guardian daemons always appear as gigantic, winged bears with ram horns protruding from their foreheads, and eagle talons for hands.

Guardian daemons have the ability to speak all languages.

Combat: Guardian daemons can breath fire three times per day in a cone 30 feet long with a 10-foot base diameter. Damage depends upon the type of daemon breathing. Least and lesser daemons cause 3d6 and 5d6 points of damage, respectively, while

greater daemons inflict 7d6 points per breath attack. A successful saving throw vs. breath weapon reduces damage by half. Guardian daemons never use their fire breath if the fire might damage whatever they are assigned to protect.

All guardian daemons are immune to *charm*, *hold*, *sleep*, *polymorph*, and *fear* spells. Lesser and greater daemons are also impervious to weapons with less than a +2 bonus. Many of these creatures are invulnerable to one or more additional forms of attack (e.g., sword, cold, fire, electricity).

Habitat Society: Guardian daemons must remain at all times within 90 yards of the object they have been summoned to protect. Within this 90-yard radius, guardian daemons prefer to remain at a distance in battle, using their breath weapon to maximum advantage.

Ecology: Summoning a guardian daemon is a dangerous affair. There is a 10% chance for each level the summoner is over 7th level of having his request for a guardian daemon granted (maximum chance of 90%). Conversely, if the summoning fails, there is a 30% chance (-2% per level of the summoner over 10th) that the daemon takes offense and goes in to slay the spellcaster.

Least Daemon

These creatures are often summoned to protect treasures valued at less than 25,000 gold pieces. Least daemons have a 50% chance of being immune to one additional type of attack.

Lesser Daemon

Lesser daemons are usually found guarding treasures of 25,000 gold pieces or more. They have a 80% chance of being impervious to one additional attack form.

Greater Daemon

These daemons are dispatched only to protect objects of exceedingly great value. Greater guardian daemons are resistant to magic (25%) and are always immune to two additional forms of attack. They can make a *suggestion*, as the spell, once per round, even when engaged in combat.

Hag

CLIMATE/TERRAIN:	Annis Any land	Green Any land or river	Sea Any water
FREQUENCY:	Very rare	Very rare	Rare
ORGANIZATION:	Covey	Covey	Covey
ACTIVITY CYCLE:	Night	Night	Night
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Very (11-12)	Very (11-12)	Average (8-10)
TREASURE:	(D)	(X, F)	(C, Y)
ALIGNMENT:	Chaotic evil	Neutral evil	Chaotic evil

NO. APPEARING:	1-3	1-3	1-3
ARMOR CLASS:	0	-2	7
MOVEMENT:	15	12, Sw 12	Sw 15
HIT DICE:	7+7	9	3
THAC0:	9 (12)	9 (12)	13 (16)
NO. OF ATTACKS:	3	2	1
DAMAGE/ATTACK:	9-16/9-16/3-9	7-8/7-8	7-10
SPECIAL ATTACKS:	See below	See below	See below
SPECIAL DEFENSES:	See below	See below	See below
MAGIC RESISTANCE:	20%	35%	50%
SIZE:	L (8' tall)	M (5'-6' tall)	M
MORALE:	Champion (15)	Fanatic (17)	Steady (11)
XP VALUE:	6,000	6,000	975



Hags are witch-like beings that spread havoc and destruction, working their magic, and slaying all whom they encounter.

Hags appear as wretched old women, with long, frayed hair, and withered faces. Horrid moles and warts dot their blotchy skin; their mouths are filled with blackened teeth, and their breath is most foul. Though wrinkled and skinny, hags possess supernatural strength and can easily crush smaller creatures, such as goblins, with one hand. Similarly, though hags look decrepit, they run swiftly, easily bounding over rocks or logs in their path. From the long, skinny fingers of hags grow iron-like claws. Hags use these claws (and their supernatural strength) to rend and tear at opponents in combat. Their garb is similar to that of peasant women, but usually much more tattered and filthy.

Combat: The combat abilities of hags vary with each type (see below for details), but all hags possess the following: 18/00 Strength or greater, some level of magic resistance, and the spell-like ability to *change self* at will. Hags use this last ability to attract victims, frequently posing as young human or demihuman females, helpless old women, or occasionally as orcs or hobgoblins. A disguised hag reveals her true form and leaps to the attack when weak opponents come near. Against well armed and armored parties, hags maintain their disguise and employ further trickery designed to place the intended victim in a more vulnerable position. This trickery can take any of several forms, including verbal persuasion, leading the victim into a prearranged trap, and so on.

The one weakness of hags is their arrogance. Hags have great disdain for the mental abilities of all humans and demihumans and though hags are masterful employers of disguise, clever characters may be able to glean a hag's true nature through conversation.

Habitat/Society: Hags live alone or in coveys of three. They always choose desolate, out-of-the-way places in which to dwell. They sometimes coexist with ogres or evil giants. The former act as servants or guards for hags, but giants are treated with respect (for obvious reasons) and often cooperate with hags to accomplish acts of great evil against the outside world.

While individually powerful, hags are much more dangerous when formed into a covey. A covey is composed of three hags of any combination (e.g., two annis and a green hag, three annis, etc.). Coveys have special powers that individual hags don't possess. These powers include the following spells: *curse*, *polymorph other*, *animate dead*, *dream*, *control weather*, *veil*, *force*, *cease vision*, and *mind blank*. Covey spells can each be used once per day, and take effect as if they were cast by a 9th-level spellcaster. To cast one of these spells, the members of the covey must all be within 10 feet of each other and the spell being cast must be in lieu of all other attacks.

Coveys never cast these spells in combat, instead these spells are used to help weave wicked plots against neighboring human or demihuman settlements. A common ploy by coveys is to force or trick a victim into performing some heinous deed. This deed usually involves bringing back more victims, some of whom are devoured by the hags; the rest are used on further evil, assign-

ments. Any creature fortunate (or unfortunate) enough to resist a covey is immediately devoured.

A covey of hags is 80% likely to be guarded by a mixture of 1d8 ogres and 1d4 evil giants. Coveys often use one or two of their ogres as spies, sending them into the world beyond after polymorphing them into less threatening creatures.

These minions frequently (60%) wear a special magical gem called a *hag eye*. A *hag eye* is made from the real eye of a covey's previous victim. It appears to the casual observer to be no more than a low-value gem (20 gp or less), but if viewed through a *gem of true seeing*, a disembodied eye can be seen trapped in the hag eye's interior. This hidden eye is magically connected to the covey that created the *hag eye*. All three members of the covey can see whatever the *hag eye* is pointed at. *Hag eyes* are usually placed on a medallion or brooch worn by one of the hag's polymorphed servants. Occasionally *hag eyes* are given as gifts to unsuspecting victims whom the hags want to monitor. Destroying a *hag eye* inflicts 1d10 points of damage to each member of the covey that created it, and one of the three hags is struck blind for 24 hours.

Hags commonly inhabit bone-strewn glens deep within forests. There is an 80% chance that hags are keeping one or two captives in a nearby earthen pit or *forcecage*. These prisoners are held for a purpose known only to the hags themselves, though it will certainly involve spreading chaos into the outside world. Prisoners kept in a pit are guarded by an evil giant or one to two ogres, those in a *forcecage* are left alone.

Ecology: Hags have a ravenous appetite and are able to devour man-sized creatures in just 10 rounds. They prefer human flesh, but settle for orc or demihuman when necessary. This wanton destruction has earned hags some powerful enemies. Besides humanity in general, both good giants and good dragons hunt hags, slaying them whenever possible. Still, hags multiply rapidly by using their *change self* ability to appear as beautiful maidens to men they encounter alone. Hag offspring are always female. Legends say that hags can change their unborn child for that of a human female while she sleeps. They further state that any mother who brings such a child to term is then slain by the hag-child she carries. Fortunately, such ghastly tales have never been proven.

Hags hoard fine treasure, using the jewelry and coins to decorate the bones of their more powerful victims and the finer gems (500 gp value or higher) to manufacture magical *hag eyes*.

Annis

The largest and most powerful of all the hags, annis stand seven to eight feet tall. Their skin is deep blue in complexion, while their hair, teeth, and nails are glossy black. The eyes of an annis are dull green or yellow. Annis have normal infravision (60-foot range), but superior hearing and sense of smell. Annis are surprised only on a 1 on 1d10.

An annis attacks using its talons and teeth to inflict horrible wounds. In melee, annis tend to close and grapple. An annis that hits an opponent with all three of its attacks in one round has successfully grappled its opponent. Next round, all attacks by the annis are automatic hits, unless the opponent is stronger, the annis is slain, or the victim uses some magical means to escape the hag. Otherwise, the annis will continue to hold the victim in its grasp, and deliver damage with its raking talons and sharpened teeth each round until the victim is slain.

In addition to normal attacks, annis have the ability to cast *fog cloud* three times per day. This spell is used to confuse resistance or to delay attack by a superior foe. Annis can also *change self* like all hags, appearing as a tall human, ogre, or even a small giant. These spells are cast at 8th level for purposes of determining spell range, duration, etc.

The skin of an annis is iron-hard; thus edged weapons cause 1

less point of damage when they hit these hags. Conversely, blunt weapons (including morning stars) cause 1 additional point of damage against an annis.

Annis speak their own language, as well as ogre, all evil giant tongues, and some common. Some of the most intelligent annis can speak common fluently and know a smattering of various demihuman languages. Annis are believed to live for 500 years.

Greenhag

These wretched creatures live in desolate countryside and amid dense forests and swamps. Greenhags, as their name implies, have a sickly green pallor. Hair color ranges from near black to olive green, and their eyes are amber or orange. Their skin appears withered but is hard and rough like the bark of a tree. Due to their coloration and their ability to move with absolute silence, greenhags impose a -5 penalty to an opponent's surprise roll when in a forest or swamp. They have superior hearing, smell, and sight, including infravision (90-foot range). They are only surprised on a roll of 1 on the 1d10 surprise roll.

Rock-hard talons grow from the long, slender fingers of greenhags. They use these talons to slash and rend their opponents. Smaller than their annis cousins, greenhags nonetheless possess Strength equivalent to that of an ogre (18/00). Because of their great Strength, all their attack rolls gain a +3 bonus and all hits receive a +6 damage bonus.

Greenhags can cast the following spells at will, one spell per round: *audible glamor*, *dancing lights*, *invisibility*, *pass without trace*, *change self*, *speak with monsters*, *water breathing*, and *weakness*. Each spell is employed at 9th level of ability.

To lure victims, greenhags typically use their mimic ability. This enables them to imitate the voice of a mature or immature male or female, human or demihuman. Calls for help and crying are common deceptions employed by greenhags. They are also able to mimic most animals.

Greenhags speak their own language (a dialect of annis) as well as all demihuman languages and common. These are the longest lived of all hags—they can live for up to 1,000 years.

Sea Hag

These, the most wretched of all hags, inhabit thick y vegetated shallows in warm seas and, very rarely, overgrown lakes. Warts, bony protrusions, and patches of slimy green scales dot their sickly yellow skin. Their eyes are always red with deep, black pupils. Long, seaweed-like hair hangs limply from their heads, covering their withered bodies.

Sea hags hate beauty, attempting to destroy it wherever it is encountered. Sea hags can *change self* at will, and often use this ability to draw their victims within 30 feet before revealing themselves. The true appearance of a sea hag is so ghastly that anyone viewing one of these hags grows weak from fright unless a successful saving throw vs. spell is rolled. Beings that fail their saving throw lose 1/2 of their Strength for 1d6 turns. Worse still, sea hags can cast a deadly glance up to three times a day. This look affects one creature of the sea hag's choosing within 30 feet. To negate the effects of this glance, the victim must successfully save vs. poison. If the saving throw is failed, the victim either dies immediately from fright (25% chance) or falls stricken and is paralyzed for three days (75% chance). Few who survive the glance live to tell of it, for sea hags quickly devour their helpless victims.

Sea hags always use their deadly glance as their primary form of attack; they will melee, but only if they have the advantage of numbers. Unlike other hags, sea hags use daggers in combat, receiving a +3 bonus to their attack roll and a +6 damage bonus, due to their ogre-like Strength.

Sea hags speak their own language as well as common and the languages of annis, and sea elves, and live for 800 years.

Haunt

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Individual
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Non- (0)
TREASURE:	Ni.
ALIGNMENT:	Any

NO. APPEARING:	1
ARMOR CLASS:	0/victim's AC
MOVEMENT:	6/as victim
HIT DICE:	5/victim's hp
THACO:	15
NO. OF ATTACKS:	1/1, as 5-HD monster
DAMAGE ATTACK:	See below/by weapon
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	Variable
MORALE:	Champion (16)
XP VALUE:	2,000

(Note. Where statistics are separated by a slash, those to the left refer to the haunt in its natural state, those to the right are for the haunt when in a possessed victim.)

A haunt is the restless spirit of a person who died leaving some vital task unfinished. The haunt's sole purpose is to take over a living body and use it to complete the task, thus gaining a final release from this world.

Haunts can assume either of two forms, at will: a hovering luminescent ball of light (identical in appearance to a will-o-wisp) or a nebulous, translucent image of the haunt's former body. In the later state, haunts look very similar to groaning spirits, spectres, or ghosts, and are often mistaken for such. Transformation from one state to the other takes one round.

Combat: A haunt must remain within 60 yards of where it last died, unless it controls a victim's body. This 60-yard radius is called the haunt's domain.

A haunt attacks mindlessly, always targeting the first human or demihuman that enters its domain. A haunt continues to attack that individual until possession is achieved or the individual leaves the haunt's territory.

The touch of a haunt drains 2 points of Dexterity per hit. As the character's Dexterity is drained, he suffers not only the penalties of lowered Dexterity, but he feels an increasing numbness creeping over his body. If the character's Dexterity reaches 0, the haunt steps into the body and possesses it. Once the body is possessed, Dexterity returns to normal.

The haunt uses the host body to complete its unfulfilled task, which need not be dangerous (though it often is). Once the task is completed, the haunt passes on to its final rest, and the victim regains control of his body. When the haunt leaves a victim, the character has a Dexterity of 3. Lost Dexterity points are regained at the rate of 1 point for each turn of complete rest. If a haunt's possessed body is slain, it will haunt the place where the body was killed.

If the victim has an alignment opposite to that of the haunt (good vs. evil), the haunt will try to strangle the victim using the



victim's own hands. Unless the victim's arms are being restrained, the strangulation begins the round after the haunt takes control of the body. On the first round the victim suffers 1 point of damage, 2 on the second, 4 on the third, and so on, doubling each round until the victim is dead or the haunt is driven off.

Any attacks on a possessed character cause full damage to the character's body. If attacked the haunt defends itself using whatever weapons and armor the victim carries; the haunt cannot use any items that would require special knowledge (spells, scrolls, rings, etc.). The only safe way to free the victim is by casting one of the following spells—*hold person* or *dispel evil* (good). If *hold person* is cast, the haunt must roll a successful saving throw vs. paralyzation or be expelled from the body. A *dispel evil* (good) spell destroys the haunt forever.

Haunts are linked to the site of their deaths and therefore cannot be turned by priests. When in their natural form (i.e., not possessing someone) haunts can be struck only by silver or magical weapons or by fire. Weapons cause only 1 point of damage, plus their magical bonus (if any). Normal fire causes 1 point of damage per round, but magical fire inflicts full damage. If a haunt is reduced to 0 hit points, it loses control of its form and fades away. The haunt reforms in one week to haunt its location again until its task is completed.

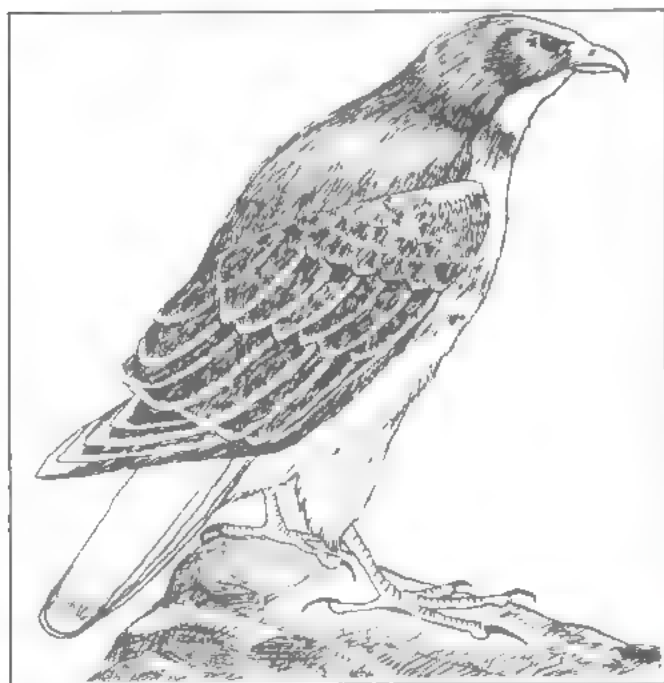
Habitat Society: The exact task to be accomplished varies, but the motives are always powerful (revenge, unfulfilled greed, love, and so forth). Often great distances need to be traveled before the task can be completed and a haunt will drive its host mercilessly toward the goal, ignoring all needs for food or sleep.

A few haunts (10%) retain some knowledge of their former lives and can be communicated with. Often these haunts feel remorse at having to prey upon the living, but the force of the uncompleted task is too powerful for the haunt to resist.

Ecology: Haunts cling to this world by force of will alone. They have no treasure of their own unless it is connected to their quest. They prey only on humans and demihumans.

Hawk

	Large	Small (Falcon) Any land subarctic to tropical	Blood Hawk
CLIMATE/TERRAIN:			
FREQUENCY:	Uncommon	Rare	Very rare
ORGANIZATION:	Pair	Pair	Flock
ACTIVITY CYCLE:	Day	Day	Day
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Animal (1)	Animal (1)	Semi- (2-4)
TREASURE:	See below	See below	(Q x2)
ALIGNMENT:	Nil	Nil	Neutral
NO. APPEARING:	1-2	1-2	4-15
ARMOR CLASS:	6	5	7
MOVEMENT:	Fl 33 (B)	Fl 36 (B)	Fl 24 (B)
HIT DICE:	1	1-1	1+1
THACO:	19	20	18
NO. OF ATTACKS:	3	3	3
DAMAGE/ATTACK:	1-2/1-2/1	1/1/1	1-4/1-4/1-6
SPECIAL ATTACKS:	See below	See below	See below
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	S (3'-4')	S (2'-3')	S (3'-4')
MORALE:	Average (9)	Unsteady (6)	Steady (11)
XP VALUE:	65	65	120



Hawks are common throughout the world, from tropic to subarctic regions. They live mainly on vermin and rodents and thus are thought well of in many areas.

Hawks are smaller than eagles. Their wingspan measures up to five feet from wing tip to wing tip. Coloration varies from species to species with red-brown to dark brown being most common.

Large hawks have been known to attack small demihumans, though such occurrences are extremely rare.

Combat: Hawks attack via plummeting dives, usually from a height of 100 feet or more. This dive gives them a +2 bonus to their attack roll and their momentum enables their talons to inflict twice the normal damage. Hawks cannot attack with their beaks on the round they engage in a dive attack.

After the initial dive, hawks fight by biting and pecking with

their beaks and tearing at their opponents with their talons. Hawks always target the eyes and they have a 25% probability of striking an opponent's eye whenever their beaks hit. Opponents struck in the eye are blinded for 1d10 rounds and have a 10% chance of losing vision permanently in that eye. Because of their superior eyesight, hawks can never be surprised.

Habitat/Society: Hawks make their nests in tall trees or hidden among rocky slopes. There the female lays one to three eggs in early spring. The eggs hatch by summer's end and thereafter both the male and female work feeding the fledglings, beefing them up before winter arrives.

During the fledglings' first nine months, one of the adult hawks is usually (80%) within sight of their nest. Any intruder threatening the nest is attacked if seen, regardless of size.

Ecology: If taken while young and trained by an expert, hawks can be taught to hunt. Because of this many animal trainers pay well for healthy fledglings. The price for a fledgling is about 500 gold pieces on the open market. Trained hawks sell for as much as 1,200 gold pieces each.

Falcon

Falcons are smaller, swifter, and more maneuverable than hawks. These birds of prey are more easily trained and are often preferred by hunters over hawks. Their nesting habits are similar to those of hawks, though many species roost underground. Trained falcons sell for around 1,000 gp each.

Blood Hawk

Blood hawks resemble normal hawks in size alone, as their beaks are razor sharp and their talons unusually strong. Their feathers are a mottled grey. Large and powerfully built wings provide these killers with great speed and maneuverability when flying. These birds of prey hunt in small flocks and are fond of human flesh. They will continue to attack humans even if a melee is going against them and will break off very reluctantly.

Male blood hawks kill humans not only for food but also for gems, with which they line their nests as an allurement to females. All other types of treasure are ignored by blood hawks.

Hell Hound

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Very rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	C
ALIGNMENT:	Lawful evil

NO. APPEARING:	2-8
ARMOR CLASS:	4
MOVEMENT:	12
HIT DICE:	4-7
THACO:	4 HD: 17 5-6 HD: 15 7 HD: 13

NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-10
SPECIAL ATTACKS:	Breathe fire
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Standard
SIZE:	M
MORALE:	Elite (13)
XP VALUE:	4 HD: 270 5 HD: 420 6 HD: 659 7 HD: 975

Hell hounds are fire-breathing canines from another plane of existence brought here in the service of evil beings.

A hell hound resembles a large hound with rust-red or red-brown fur and red, glowing eyes. The markings, teeth, and tongue are soot black. It stands two to three feet high at the shoulder, and has a distinct odor of smoke and sulfur. The baying sounds it makes have an eerie, hollow tone that send a shiver through any who hear them.

Combat: Hell hounds are clever hunters that operate in packs. They do not bay like normal dogs while hunting. They move with great stealth, imposing a -5 penalty to opponents' surprise rolls. One or two of the pack sneak up on a quarry while the others form a ring around it. The first hell hound then springs from ambush, attacks the nearest victim, and attempts to drive the others toward the rest of the pack. If the prey does not run away, the rest of the pack closes in within 1d4 + 2 rounds. If hell hounds are pursuing fleeing prey, they might bay.

Hell hounds attack first by breathing fire at an opponent up to 10 yards away. The fire causes 1 point of damage for each of the hell hound's Hit Dice. A successful saving throw vs. breath weapon cuts the damage in half. The hell hound then attacks with its teeth. The hell hound can continue to exhale flame while biting. If the hell hound rolls a natural 20 on its attack roll, it grabs a victim in its jaws and breathes fire on the victim.

Hell hounds have a variety of defenses. They are immune to fire. Their keen hearing means they are surprised only on a 1 or 2 on 1d10. They can also see hidden or invisible creatures 50% of the time.

Habitat/Society: Hell hounds are native to those extradimensional planes notable for their hot, fiery landscapes. There they roam in packs of 2d20 beasts. The hell hounds on the Prime Material plane are summoned there to serve the needs of evil creatures. Most of them later escape to the wild.

Hell hounds may have 4 to 7 (1d4 + 3) Hit Dice. The more Hit Dice a hell hound has, the larger it is and the more damage it causes. Each pack is led by a 7-Hit Die hell hound. The leader



drives off other 7 HD rivals, who form their own packs.

The diet of hell hounds is similar to that of normal canines. They roam a wide area of 1d10 + 4 square miles centered on their den. Pack territories may overlap.

They do not easily reproduce on the Prime Material plane. Only 5% of encounters include puppies. Such puppies are born in litters of 2d4. They burp flame uncontrollably at least once a day. The flames are harmless aside from the tendency to set fire to anything flammable in the area. Newborn puppies are at 10% of the adult growth; they quickly grow an additional 5% each month and reach full adult growth (4 HD) in 1½ years. While growing they can attack with their incendiary bite. Hell hound puppies up to two months old inflict 1 point of damage. Older ones add an additional 1 point for each additional six months of growth.

Prey is usually eaten where it is slain, though hell hounds occasionally haul a carcass back to their den for later meals. Hell hounds are also similar to normal canines in that they may act as retrievers. Some objects are specifically sought; this is especially the case in trained hell hounds. Other hell hounds are simply playful and use the retrieved items as toys. They especially like noisy bags and pouches filled with their late victims' treasures. Flammable containers eventually burn and spill their contents in or around the den. Parchments are rarely found here unless protected by nonflammable containers.

Ecology: Hell hounds have little place in the ecology of the normal world. They are dangerous annoyances prone to cause fires wherever they hunt. Hell hounds cause more fires than any other creature except for humanoids. Hell hounds have their uses, though. Because of their ability to easily detect hidden or invisible creatures, hell hounds make excellent watch dogs, especially for intelligent monsters such as fire giants.

Hell hounds can be domesticated if raised from puppies, but there is a 10% chance each year that domesticated hell hounds go wild.

Heucuva

CLIMATE/TERRAIN: Any
FREQUENCY: Very rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Nil
INTELLIGENCE: Semi- (2-4)
TREASURE: C
ALIGNMENT: Chaotic evil

NO. APPEARING: 1-10
ARMOR CLASS: 3
MOVEMENT: 9
HIT DICE: 2
THAC0: 16
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-6
SPECIAL ATTACKS: Disease
SPECIAL DEFENSES: Hit only by silver or +1 weapons
MAGIC RESISTANCE: See below
SIZE: M (5'-7' tall)
MORALE: Steady (11)
XP VALUE: 270



The heucuva is an undead spirit similar in appearance to a skeleton, but more dangerous and more difficult to dispel.

The heucuva appears to be a humanoid skeleton of normal size. The bones are covered by a robe that is little more than tattered rags.

Combat: The heucuva attacks by swiping with one of its hands; the sharp finger bones are capable of tearing into wood. A victim must roll a successful saving throw vs. poison or be afflicted with a disease. The victim suffers a daily loss of 1 point each of Strength and Constitution. A cure disease spell must be cast on the victim to prevent death and restore the lost points.

Heucuva are treated as wights on the Turning Undead table. They are resistant to all mind-influencing spells. Heucuva bones soon crumble once the monsters are destroyed.

Heucuva have a special hatred of priests. Once a priest uses his spells or tries to turn the heucuva, they will concentrate on attacking that priest. They may even ignore everyone else except for the priest and those defending him.

Heucuva are able to polymorph themselves up to three times a day. They may use this power to assume a nonthreatening shape in order to get close to an unsuspecting victim or avoid an undesired encounter when pursuing a specific prey. Heucuva may assume the form of people they have met in the recent past, such as a past victim or a member of the party that encounters the monsters. If the heucuva are in their lairs, they may assume their old (living) appearances. Groups encountered on the surface may appear to be pilgrims in procession. Such disguises fool only those who view the world solely via visible light; heucuva appear the same as other skeletal undead if looked at with infravision. The heucuva are incapable of speech; they can only moan or wail.

Habitat Society: Heucuva roam the dark places of the world. They can be found in subterranean realms, as well as most temperate or tropical regions. Cold seems to prevent heucuvan activity; for they are not found in high, desolate mountains or in any cold regions.

Legends tell that heucuva are the restless spirits of monastic priests who were less than faithful to their holy vows. In punishment for their heresies, they are forced to roam the dark. Their

spirits, appearance, and holy powers have become perverted mockeries of their old selves. The tatters they wear are the unrecognizable remains of their monks' robes. Instead of healing, they can kill with a diseased touch. Instead of helping others, they seek to kill all who still live. Even their old power to turn undead is now used to help them resist the efforts of others to turn them.

Heucuva retain dim memories of their old lives. Their lairs are decorated as grotesque mockeries of their old abbeys and temples. The corpses of past victims may be used to represent parishioners. These corpses may retain their original possessions, which may represent a large portion of the heucuvan treasure trove. Other accumulated treasures may be scattered around the mock altar as decorations or offerings. Such a mock temple is a chilling sight to most and an abomination that few good-aligned clerics can resist destroying.

Some heucuva are nomadic and constantly wander on a pilgrimage to nowhere. Even these are mockeries of real pilgrimages.

Ecology: Heucuva are malignant spirits that seek to destroy those who still live. They are used as examples to remind priests the fate that befalls those who stray from their devotion or use their religion as a mask to hide unpious deeds. Powdered heucuva bones may be used in the preparation of magical items intended to corrupt the spirits of living beings or to control undead.

Hippocampus

CLIMATE/TERRAIN:	Fresh or salt water depths
FREQUENCY:	Rare
ORGANIZATION:	Herd
ACTIVITY CYCLE:	Any
DIET:	Herbivore
INTELLIGENCE:	Average (8-10)
TREASURE:	Nil
ALIGNMENT:	Chaotic good

NO. APPEARING:	2-8
ARMOR CLASS:	5
MOVEMENT:	Sw 24
HIT DICE:	4
THACO:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-4
SPECIAL ATTACKS:	Ni
SPECIAL DEFENSES:	Ni
MAGIC RESISTANCE:	Standard
SIZE:	H (18' long)
MORALE:	Steady (11-12)
XP VALUE:	120



The hippocampus is the most prized of the marine steeds, a creature that combines features of a horse and a fish.

The hippocampus has the head, forelegs, and torso of a horse. The equine section is covered with short hair. The mane is made of long, flexible fins. The front hooves are replaced by webbed fins that fold up as the leg moves forward, then fans out as the leg strokes back. Past the rib cage the body becomes fish-like. The tail tapers 14 feet into a wide horizontal fin. A dorsal fin is located on the rump. Coloration is that of seawater. Typical colors include ivory, pale green, pale blue, aqua, deep blue, and deep green.

Combat: Hippocampi are usually peaceful creatures. They do not attack unless cornered or if another hippocampus or an ally is threatened. They are fast enough to out-swim most anything that would want to attack them.

The hippocampus attacks with a strong bite. It suddenly extends its head, chomps down with a crushing bite, and then releases. Hippocampi do not hold onto their opponents.

Hippocampi also butt their heads against targets. Such attacks may stun an opponent or break his bones.

Their firm, powerfully muscled bodies provide a strong protection against attack. The blood coagulates quickly on exposure to water, thus minimizing blood loss that could both debilitate the hippocampus and attract sharks (sharks have only a 20% chance of going into a feeding frenzy if the only bleeding creature is a hippocampus).

Habitat Society: Hippocampi are the prized steeds of the sea. They can be found in deep waters anywhere in freshwater lakes and oceans. They are able to breathe fresh and salt water with equal ease. They can also breathe air but require frequent gulps of water to keep from drying out. They are unable to move out of water.

Despite their radically different environments, horses and hippocampi are very similar. They have approximately the same sizes, life spans, and personalities, although hippocampi are blessed with much higher intelligence.

Hippocampi are herbivores. They normally graze on seaweed and other soft vegetation. If their usual fodder is unavailable,

their strong teeth can chew up mollusks and coral.

Wild hippocampi roam in herds of 2d4. These are usually a stallion, 1d4 mares, and the rest young hippocampi of either sex. Hippocampus mares lay a single, large egg. After six months, the egg hatches a single foal. Twins are extremely rare (1% chance). The foals grow quickly in two years. The yearlings are physically the equals of the adults. Hippocampian tales speak of a "Great Herd" of hundreds or thousands of hippocampi that roams the uncharted reaches of the far seas. No non-hippocampi have ever seen this spectacle.

Hippocampi may be "domesticated" by water-breathing humanoids, especially tritons. In truth, the intelligent hippocampi cooperate with the humanoids. The hippocampi provide their services as steeds and allies while the humanoids provide protection. The benevolent hippocampi may assist surface dwellers who are visiting the aquatic world, whether voluntarily or by accident. Many a shipwrecked sailor has been saved from drowning by a passing hippocampus. Hippocampi are good judges of character; they will not assist an evil being or anyone who acts in a hostile manner toward them. Sometimes a hippocampus's offer of a ride can be more trouble than it is worth. Young hippocampi often forget that most surface dwellers breathe air, not water.

Hippocampi do not accumulate treasure. Most spurn even ornamental gifts such as collars or leg bands. They simply have no use for these gewgaws. They do appreciate delicacies, however, in the forms of tasty foods not available in the water.

Ecology: Hippocampi are one of the most successful of the intelligent, good-aligned marine monsters. They maintain ties with mermaids and sea elves, as well as surface dwellers who make their living in the water. They provide valuable services as steeds, guides, and allies. Hippocampus eggs sell for 1,500 gp. Young hippocampi are worth 2,500 gp. However, surface dwellers who have been saved by hippocampi remain so grateful to their former rescuers that they may attack any merchant selling eggs or foals in a public market and attempt to return the hippocampi to the sea.

Hippogriff

CLIMATE/TERRAIN:	Unpopulated regions
FREQUENCY:	Rare
ORGANIZATION:	Herd
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Semi- (2-4)
TREASURE:	Q x 5
ALIGNMENT:	Neutral

NO. APPEARING:	2-16
ARMOR CLASS:	5
MOVEMENT:	18, Fl 36 (C,D)
HIT DICE:	3+3
THAC0:	16
NO. OF ATTACKS:	3
DAMAGE ATTACK:	1-6, 1-6/1-10
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Standard
SIZE:	L (10' long)
MORALE:	Average (9)
XP VALUE:	175



Hippogriffs are flying monsters that have an equal likelihood to be predator, prey, or steed.

The hippogriff is a monstrous hybrid of eagle and equine features. It has the ears, neck, mane, torso, and hind legs of a horse. The wings, forelegs, and face are those of an eagle. It is about the size of a light riding horse. A hippogriff may be colored russet, golden tan, or a variety of browns. The feathers are usually a different shade than the hide. The beak is ivory or golden yellow.

Combat: The hippogriff attacks with its eagle-like claws and beak. Each claw can tear for 1d6 points of damage, while the scissor-like beak inflicts 1d10 points of damage.

Habitat/Society: Hippogriffs prefer the desolate sections of the temperate and tropic regions, especially rolling hills that enable them to get quickly airborne.

Hippogriffs are territorial. They have a preferred grazing and hunting area that covers 1d4 x 10 square miles. Somewhere in this territory is a naturally protected site that serves as the hippogriff nest. Here is where the young hippogriffs stay. The nest is always guarded.

The typical hippogriff herd includes 1-3 adult males, an equal number of mares, and the rest are immature young. There is a 25% chance that one or more of the mares is pregnant. Gestation takes 10 months. During the first five months, this occurs within the mare. Then she lays an egg that hatches in another five months. Twin births are rare (1% chance).

The foal is able to walk upon hatching. Its beak remains soft for the first two weeks; this enables the foal to nurse. Then its beak hardens and the hippogriff switches to regurgitated food from its mother. The colts learn to eat solid meat at four months, although they are clumsy killers (-4 penalty to attack rolls and damage). At six months they can fly (18, class D) and fight with a -2 penalty to attack rolls and damage. Yearlings are identical to adults, although they are unable to breed until they are three years old.

Wild hippogriffs are omnivorous. They feed on whatever is available, whether greenery, fruits, or wildlife. Hippogriffs are able to attack fairly large prey, such as bison, but they do not prey on carnivores. The exception is humanoids. Hippogriffs may, in the absence of other meat, attack small groups of people. Bodies

are then carried back to the nest to feed the others; this is where the victim's possessions usually spill out. Hippogriffs are clean monsters; they dispose of carcasses and other debris by carrying them downhill. They like clear, sparkly things like glass, crystals, and precious gems. Males may amass a small trove kept covered by brush. As a mating ritual, he arranges these in a display to entice mares.

Ecology: Hippogriffs are closely related to griffons. Just as griffons are the result of crossing an eagle with a lion, hippogriffs resulted from the crossing of an eagle with a horse. Hippogriffs may have been created as a natural prey for the griffons. Fortunately for the hippogriff, its own formidable weapons give it a fighting chance. To make up for the griffon's superiority, hippogriffs gather in larger groups.

Hippogriffs are also related to pegasi. Because the hippogriffs eat meat, pegasi avoid their company.

Hippogriffs make excellent flying mounts. The maneuverability decreases to Class D, but their speed is unimpaired. They are less likely to eat the rider than a griffon is.

If a hippogriff is captured while still very young (under four months), it can be domesticated and trained to serve as a steed. Hippogriff eggs sell for 1,000 gp, young hippogriffs for 2,000-3,000 gp. It will probably have to be taught to fly. Domestic hippogriffs are also taught to recognize a limited number of species as food. Humanoids of course are not on that list. Hippogriffs have difficulty breeding in captivity. Like flying, the wild hippogriff has to be captured before such skills are learned. Mature hippogriffs may be persuaded to voluntarily assist riders who can provide them with ample food or protection.

Jermlaine

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Uncommon
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (Genius cunning) (8-10)
TREASURE:	Per 10 individuals O, Q; in lair C, Q (x5), S, T
ALIGNMENT:	Neutral evil (slight lawful tendencies)

NO. APPEARING:	12-48
ARMOR CLASS:	7
MOVEMENT:	15
HIT DICE:	1-4 hp
THACO:	20
NO. OF ATTACKS:	1
DAMAGE ATTACK:	1-2 or 1-4
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	T(1' +)
MORALE:	Steady (12)
XP VALUE:	Normal. 15 Elder 65

Jermlaine are a diminutive humanoid race that dwells in tunnels and ambushes hapless adventurers. They are known by a variety of names such as jinxkin or bane-midges.

Jermlaine appear to be tiny humans dressed in baggy clothing and leather helmets. In fact the "clothing" is their own saggy skin and pointed heads. The limbs are knottily muscled. The fingernails and toenails are thick and filthy, although the fingers and toes are very nimble. Their gray-brown, warty hide blends in with natural earth and stone. When they wear rags or scraps as clothing, such items are also camouflage colored.

They speak in high pitched squeaks and twitters. This speech may be mistaken for the sounds of a bat or rat. They can also converse with all sorts of rats, both normal and monstrous. Each jermlaine has a 10% chance to understand common, dwarvish, gnomish, goblin, or orc (roll separately for each language).

Combat: Jermlaine are cowards who have made an art of the ambush. They only attack when they feel there is no serious opposition. They prefer to attack injured, ill, or sleeping victims. They avoid directly confronting strong, alert parties, although they may try to injure them out of sheer maliciousness. Jermlaine possess weak eyes and infravision that only extends for 30 yards, but their keen smell and hearing enable them to detect even invisible creatures 50% of the time. Jermlaine move silently and quickly, with a scuttling gait (this stealth causes opponents to suffer a -5 penalty to their surprise rolls). They are 75% undetectable even if listened or watched for, unless the jermlaine purposefully reveal their presence.

Jermlaine typically arm themselves with needle-sharp darts; they can hurl these 120 yards for 1-2 points of damage. They also carry a miniature pike; these 1 1/2-foot-long sticks with sharp tips inflict 1d4 points of damage. If the jermlaine are out to capture a victim, they are also armed with blackjacks.

The jermlaine's favorite tactic is capturing victims with nets or pits. In little-used passages the creatures prepare pits covered by camouflaged doors or string nets overhead. In more-traveled passages, the jermlaine stretch trip cords. When a victim falls afoul of a trap, the jermlaine swarm over him. Some pummel him with blackjacks while others tie him with ropes and cords. Such beat-



ings have a cumulative 2% chance per blow of causing the victim to lapse into unconsciousness. If a victim is wearing splint, banded, or plate mail, these pummeling attacks are ineffective. Knowing this, the jermlaine attack well-armored victims with acid or flaming oil missiles.

Slain victims and 5% of subdued victims are later devoured by the jermlaine and their rats. Most captives are robbed, stripped, shaved totally hairless, and left trussed in a passageway. If an unsuspecting victim pauses near a lurking band of jermlaine, they dart out and cut straps, belts, packs, and pouches. Each jermlaine in the band makes one such attack before fleeing back into the shadows. Such attacks are usually not noticed till 1d12 turns later, when the slashed items begin to fall apart. They also try to steal, damage, or befoul victims' possessions.

When encountered, 25% of jermlaine are accompanied by 1d6 rats and 50% are accompanied by 1d6 giant rats (only one type of rat per group of jermlaine). Groups of 35 or more jermlaine are accompanied by an elder—a very old jermlaine with the magical ability to drain the magic from most magical items if he can handle such an object for 1d4 rounds. Artifacts and relics are immune to such attacks.

Jermlaine are treated as 4-Hit Die monsters for purposes of saving throws and magical attacks. Due to their diminutive size, they escape all damage from attacks that normally do half damage if the saving throw is successful.

Habitat Society: Jermlaine are extremely distant relatives of the gnomes. Their deeply rooted sense of inferiority at their own diminutive size has become a malicious need to humiliate normal-sized humanoids. They make a good living preying on hapless adventurers, who provide riches, sadistic amusement, and an occasional meal. Jermlaine acquire a wide variety of treasure, although such items tend to be small objects.

The jermlaine life span is one third that of humans. Reproduction is identical to other humanoids, although cross breeding is impossible. Jermlaine females give birth to one or two babies at a time. Most (75%) of the offspring are male, although the dangers of their hostile life reduces the male numerical superiority to an even male-female mix among the adults.

Jermlaine society is divided among clans whose members are

Jermlaine

united by blood. Each clan consists of 4d4 families. The clan chief is normally the strongest or most clever of the elders. The chief both instructs the young jermlaine in the art of the ambush and leads important attacks (albeit from a secure location in the rear). The families center around the mothers, as the fathers may be unknown, oft hunting or dead. If a female jermlaine has dependent children, she normally concentrates on raising such children rather than participating in attacks. As the children mature, she and the clan chief take the young on practice attacks on potential victims and participate in the humiliation of captives.

Jermlaine lairs are cunningly hidden and physically impassable by most humanoid, as they are usually a series of small chambers and tunnels scaled to their tiny occupants. The typical jermlaine lair is a filthy cave or burrow a short distance from a larger cavern complex. The only areas that can be easily reached by a human-sized being are the areas in which living captives are held and dead victims butchered for food. Access past this area is controlled by small one-foot-high corridors or thin, normally impassable cracks in the rock walls. The corridors lead directly to living areas and communal chambers. The living areas are furnished with crude furniture and items scavenged from past victims.

Each jermlaine family has a personal section that half resembles a nest, half a junk yard. Treasures are concealed throughout the lair. Each family maintains a series of small, personal caches, while the communal hoard is hidden in a series of small chambers at the end of cunningly concealed crawl ways. No one larger than a jermlaine can reach such treasure chambers.

Jermlaine get along well with rats of all types. They can speak all rat-related languages. They are 75% likely to be accompanied by rats and 50% likely to share their lair with rats. This cohabitation extends to all forms of mutual cooperation and defense. There is a 10% chance that the jermlaine colony has a mutual cooperation pact with osquips rather than normal rats.

The diet is an omnivorous mixture of insects, fresh meat, car-

tion, fungi and molds. Humanoids are a delicacy reserved for special occasions. Lizards form the bulk of the meat intake. Jermlaine cherish foods from the surface, even the hardtack and iron rations carried by adventurers. If the jermlaine can identify which of the adventurers' bags carry food, these are stolen as enthusiastically as the treasure pouches. Jermlaine have a fondness for rarities such as sugar, candy, and preserved fruits. Such items can be used to entice the normally malevolent jermlaine to leave an adventurer alone, at least temporarily.

Ecology: Jermlaine are opportunistic brigands who prey on unwary travelers in the subterranean regions. They are well aware of any such travelers, including a party's size, composition, and general condition. Jermlaine may be persuaded, for a suitable fee, to share such knowledge with adventurers.

Jermlaine may deal with giants' (any race bigger than they are) if they are bribed or given access to a plentiful flow of victims or riches. They never ally themselves with truly good-aligned adventurers, although they may, in a moment of craftiness, pretend to enter such an alliance. Regardless of their spoken intentions, 75% of jermlaine eventually either lie to or turn against their larger 'allies.' They may make their lairs near the established territories of such races as drow, trolls, or troglodytes. Although they are careful to avoid direct conflict with such evil beings, the jermlaine happily prey on the victims of their neighbors, as well as scavenging the scenes of their neighbors' battles. Jermlaine may act as watchmen for their neighbors, provided suitable terms can be agreed upon.

They unintentionally act as garbage men, cleaning the subterranean regions. Dead animals may be used as food or supplies, while dead humanoids are taken away to be searched for valuables or used as food. Because of this, adventurers seeking the remains of a slain companion may seek out the local jermlaine since they may be aware of where the remains are located.

Kelpie

CLIMATE/TERRAIN:	Temperate or tropical/ Saltwater
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Photosynthesis
INTELLIGENCE:	Low-Average (5-10)
TREASURE:	D
ALIGNMENT:	Neutral evil

NO. APPEARING:	1-4
ARMOR CLASS:	3
MOVEMENT:	9, Sw 12
HIT DICE:	5
THACO:	15
NO. OF ATTACKS:	Nil
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6'-7' tall)
MORALE:	Elite (13)
XP VALUE:	420

The kelpie is a form of intelligent, aquatic plant life that is able to alter its shape and cast a *charm* spell. Its purpose is to drown the foolish.

Its basic form is a mass of animate seaweed. It is able to alter its form to resemble a green-clad woman, green horse, or hippocampus. Whatever the form, its substance is still green seaweed. A kelpie can communicate telepathically with those in its embrace.

Combat: A kelpie lacks actual offensive abilities. When a humanoid male approaches, the kelpie reshapes itself into the form of a woman or mount. Although the result is a grotesque mockery that is 95% detectable in daylight, the kelpie can enhance its deception through magic.

Once per day, the kelpie can cast a *charm* spell with a -2 penalty to the victim's saving throw. The kelpie's charm works only against humanoid males. If the victim fails the saving throw, he perceives the kelpie as the most desirable woman (or mount) that he can imagine. He leaps into the water, intending to hold or possess the kelpie. The kelpie then wraps itself around the charmed man, who happily drowns as he tries to breathe water. Victims suffer 2d10 points of damage each round until they either die, surface for air, or are protected from drowning. The kelpie then takes the body back to her lair, where it is consumed. Even if the kelpie cannot reach its victim, the spell will force the man to swim toward her and drown himself.

If the victim is able to breathe water, he does not drown. Drowning-immune victims still happily entwine themselves within the kelpie's embrace. Kelpies are confused by such occurrences; they do not attempt to negate such protection and may actually welcome their victim's continued activity.

If the kelpie is encountered on dry land, the victim acts as its protector if his companions attack the kelpie. Although he is confused and enraged by his companions' perceived treachery, he does anything he can to protect his beloved kelpie.

Once the kelpie is slain, the charm's effect immediately ends. The victim is also freed if he survives until the charm expires.

Due to the kelpie's water-drenched form, fire attacks inflict only half damage (none if a saving throw is made). Kelpies are invisible to intrusion.



Habitat Society. One legend tells that the kelpie was created by a vengeful sea god as a means of punishing men who were rash enough to sail the seas without giving the sea god his rightful dues. Since few women were sailors at the time, they were spared the kelpie's curse. A less-widely told legend recounts how kelpies were created by Olhydra, the Elemental Princess of Evil Water Creatures. In respect to her own gender, Olhydra made all women immune to her creations' charms.

Kelpies are normally found in the ocean waters. Kelpies are usually found within the top 100 feet of the ocean. Kelpies are very adaptable and may make their home in any body of water, even artificial or subterranean ones.

While in humanoid or equine form, they are able to walk on dry land for up to 1-3 hours. If they are encountered on land, they may still try to charm men. Such victims are of course safe from drowning, at least for the moment. They accompany, carry, and protect the kelpie.

Kelpies reproduce asexually. They increase in size to seven feet, then break into two to four independent kelpies. Kelpies can do this as often as once a month if victims are plentiful and they haven't been fed on too much by local fish. Kelpies have no defenses against fish, and other aquatic grazers, who perceive them as seaweed to be eaten.

Treasure is usually found in the remains of a kelpie's victims. If treasure is found on a kelpie, it is most likely attached to the decayed remains still clutched within its fronds.

Ecology. Kelpie sprouts are worth 500 gp. The sprouts are initially too small to use magic, but they can grow in a month into full-grown kelpies if given ample care. Kelpies may ally themselves with powerful creatures and occasionally guard submerged treasures.

Kenku

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Uncommon
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	F
ALIGNMENT:	Neutral

NO. APPEARING:	2-8
ARMOR CLASS:	5
MOVEMENT:	6, Fl 18 (D)
HIT DICE:	2-5
THAC0:	2 HD: 19 3-4 HD: 17 5 HD: 15
NO. OF ATTACKS:	3 or 1
DAMAGE/ATTACK:	1-4/1-4/1-6 or by weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	30
SIZE:	M (5'-7' tall)
MORALE:	Elite (13)
XP VALUE:	2 HD: 35 3 HD: 175 4 HD: 270 5 HD: 420

Kenku are bipedal, humanoid birds that use their powers to annoy and inconvenience the human and demihuman races.

The typical kenku resembles a humanoid hawk wearing human clothing. Kenku have both arms and wings. The wings are usually folded across the back and may be mistaken at a distance for a large backpack. Height ranges from five to seven feet. The feathers are predominantly brown with white underfeathers and face markings. The eyes are a brilliant yellow.

Combat: All kenku have the skills of 4th-level thieves. They are expert fighters and usually attack with a scimitar or quarterstaff. If unarmed, they attack with either pair of claws (two attacks for 1d4 points of damage apiece) and their beak (1d6 points of damage). If they are on foot, they use the hand claws. If in flight, the foot claws are used. They do not usually kill unless their own lives are threatened by the survival of their foe. All kenku have well-developed disguise skills. They have a 50% chance of passing for human, although their disguises often have telltale large noses.

A 3-Hit Die kenku has one 1st-level wizard spell, usually *magic missile*. Once each 30 days a kenku can shape change and retain that shape for up to seven days. A 4-Hit Die kenku has an extra 1st-level spell, often *shocking grasp*. They gain the innate ability to become invisible with no limitation on duration or frequency of use. A 5-Hit Die kenku leader gains an additional 2nd-level mage spell, usually *mirror image* or *web*, and the innate ability to *call lightning* (the same as the 3rd-level priest spell).

Habitat/Society: Kenku are a secretive race that lives among the human and demihuman races without the bulk of the population ever being aware of their presence.

If a group of kenku is encountered, the group's size determines its composition. A group of five or fewer contains two 2-Hit Die and three 3-Hit Die kenku. A group of six or seven has a leader with 4-Hit Die, three kenku with 3-Hit Die, and the rest have 2-Hit Die. A group of eight kenku adds a supreme leader of 5-Hit Die.

Kenku do not speak; although they may give out bird-like



squawks, these are gibberish. Kenku apparently communicate with each other telepathically. They are adept at symbols, sign language, and pantomime.

Kenku may appear to be friendly, helpful, and even generous. They freely give treasure to humans and demihumans, but it is rarely genuine and crumbles into dust within a day. They may offer nonverbal advice to humanoids, but this is carefully designed to mislead. It may actually lead the party into dangers and difficulties they might otherwise have avoided. As a rule of thumb, kenku have only a 5% chance of actually helping people.

The actual structure of kenku society is elusive. The kenku themselves either refuse to comment or lie. Those kenku lairs that have been encountered tend to be small underground chambers or cave complexes. It is believed that large caverns deep underground may hold sizeable kenku communities, including individuals of 6-Hit Dice or more and with greater magical powers.

Kenku reproduction is similar to that of large birds. The female lays a clutch of two to four eggs that hatch after 60 days. New hatchlings are featherless, helpless, and have 1 hit point each. Hatchlings grow swiftly and gain 1 hit point each month. Within six to eight months they have adult feathers and are able to function independently as 1-Hit Die kenku. At this point they can begin to learn to use the skills they need as adults (thieving, fighting, disguise). If a hatchling is captured, it either lacks this training or has whatever minimal skills it acquired before capture.

Younger kenku (3-Hit Dice or less) are reckless and prone to audacious plans. They have been known to pass themselves off as gods and collect the worshippers' offerings. Older kenku are more reserved and cunning, preferring to kidnap wealthy humans and demihumans as a source of revenue.

Ecology: Domestically raised kenku are prized as servants. Kenku eggs are commonly sold for 250 gp, hatchlings for 300-500 gp. However, this is a form of slave trade, with all the attendant complications. If a kenku discovers captive kenku, it will attempt to secretly rescue the captive and, if possible, kidnap the slave trader or owner. They will avenge slain kenku.

Ki-rin

CLIMATE/TERRAIN:	Sky
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Herbivore
INTELLIGENCE:	Supra-genius (19-20)
TREASURE:	J, S, T
ALIGNMENT:	Lawful good

NO. APPEARING:	1
ARMOR CLASS:	-5
MOVEMENT:	24, Fl 48 (B)
HIT DICE:	12
THACO:	9
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	2 8/2 8/3 18
SPECIAL ATTACKS:	Magic use
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	90%
SIZE:	H (13' long)
MORALE:	Fanatic (18)
XP VALUE:	11,000



The ki-rin is a noble creature that roams the sky in search of good deeds to reward or malefactors to punish.

The ki-rin's coat is covered with luminous golden scales like a sunrise on a clear morning. The thick mane and tail are a darker gold. The horn and hooves are gold tinged with pink. The eyes are a deep violet. The ki-rin has a melodious voice.

Ki-rin speak their own language. Since they are telepathic, they are able to mentally or verbally converse with virtually any living thing.

Combat: The ki-rin can physically attack with its powerful hooves (2d4 points of damage each) or a unicorn-like horn that gains a +3 bonus to its attack roll and inflicts 3d6 points of damage.

They can employ spells as if they were 18th-level mages. Each day they may use nine 1st-level spells, eight 2nd-level spells, seven 3rd-level spells, etc., all the way to one 9th-level spell.

The ki-rin's telepathy enables them to read conscious thoughts and are thus nearly impossible to surprise. The ki-rin also possess a variety of magical powers that can each be used once each day. They can create nutritious food and beverages for 2d12 people, as well as 32 cubic feet of soft goods or 18 cubic feet of wooden items. These are permanent creations. The ki-rin can create metal items with a total weight of up to 2,000 gp weight, but such items have very short life spans. In general, the harder the substance, the shorter the life span: for example, adamantite lasts an hour, while gold lasts 1d4 + 1 days.

The ki-rin can also generate illusions with auditory, visual, and olfactory components. These illusions last without further concentration until the illusion is either magically dispelled or disrupted by disbelief. The ki-rin can assume *gaseous form*, *wind walk*, *summon weather*, and *call lightning* as well. When a ki-rin conjures things of the sky or things that involve the air, the creature or magic produced is at twice normal strength, including hit points and the damage inflicted by its attacks. They can enter the Ethereal and Astral planes at will.

Habitat/Society: The ki-rin are a race of aerial creatures that rarely set hoof on solid ground. Only the males ever approach the ground. No encounter with a female ki-rin has ever been re-

corded, although it is certain such beings exist. Likewise no young ki-rin has ever been encountered, thus details of their reproduction are unknown. Ki-rin are reticent about these topics.

Ki-rin come to the aid of humanoids if asked properly or if such beings are faced with a powerful, extremely evil being. Ki-rin believe in self-improvement, though, and do not casually come to a humanoid's aid except in the most dire of circumstances.

Ki-rin sustain themselves by creating their own food and drink. They are highly imaginative with their creations. They may establish a lair high atop a mountain or plateau. Such sites are virtually impossible to reach without resort to flight or climbing. The lairs may have an stony exterior crafted from local materials. It is enhanced by magically created wood and stout cloth. The interiors tend to be luxurious. The ki-rin are able to craft fine cloth, tapestries, pillows, and other comforts. An occupied lair is kept clean by carefully controlled winds that sweep out debris.

Although ki-rin are generous and not avacious, they still tend to accumulate treasure. These may be their own creations, gifts from friends and allies, souvenirs of past travels and exploits, fines levied against malefactors, or booty taken from vanquished foes.

Ecology: Ki-rin spend most of their time pursuing their own affairs. They often monitor the activities of powerful evil creatures and beings. If such beings become too malevolent, the ki-rin act against them.

Ki-rin may reward allies or needy individuals by creating food and valuables.

The intact skin of a ki-rin is worth 25,000 gp. Possession of such a item is dangerous, due to the retribution that may be visited upon the possessor by other ki-rin, sympathetic humanoids, or intelligent lawful good monsters.

Killmoulis

CLIMATE/TERRAIN:	Human areas
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Nocturnal
DIET:	Omnivore, scavenger
INTELLIGENCE:	Average (8-10)
TREASURE:	K
ALIGNMENT:	Neutral (chaotic good)

NO. APPEARING:	1-3
ARMOR CLASS:	6
MOVEMENT:	15
HIT DICE:	1/2 (1-4 hp)
THAC0:	20
NO. OF ATTACKS:	Nil
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	See be.ow
SPECIAL DEFENSES:	See be.ow
MAGIC RESISTANCE:	20%
SIZE:	T (under 1' tall)
MORALE:	Average (8-10)
XP VALUE:	7

Killmoulis are diminutive beings who like to provide useful services but also commit mischief.

A killmoulis is under one foot in height. Although the overall shape is that of a thin humanoid, the head is immense in proportion. Killmoulis have no mouths or chins. They inhale food through their prodigious noses. Killmoulis do not speak but are apparently telepathic. They appear to be sexless.

Combat: Killmoulis are basically inoffensive beings. They lack any real ability or inclination to attack humans or demihumans. They may use needles to stab rats; such attacks cause 1 point of damage.

Killmoulis are very fast and are able to blend into their surroundings. They are only 10% detectable.

Habitat Society: Killmoulis always dwell in places where humans or demihumans are involved in some form of industry, preferably in places where foodstuffs are handled. They make their homes under the floors, within the walls, or atop the dark rafters. They come out only when the workers are gone. Like their distant relatives the brownies, the killmoulis are torn between the benevolent performance of useful duties and an mischievous streak to perform harmless tricks. Killmoulis are tireless workers adept at performing simple tasks.

They are always hungry and can devour prodigious amounts of grain, meal, flour, or whatever food is in the area. Their mischief tends to reflect the relationship with their unwitting landlord. If they are left alone, the tricks tend to be irksome but not unduly destructive. If the landlord tries to capture or harm the killmoulis, such tricks can be destructive, although not overtly fatal.

Killmoulis hate dogs, cats, and rats, as these animals attack killmoulis. Rats are snared and stabbed with long needles. Cats and dogs are poisoned if the animals prove a threat to the killmoulis. If the killmoulis are unable to deal with the dangers of an area, they pack up and leave for safer buildings.

Killmoulis are extremely shy. Although they like living and working alongside humans and demihumans, they are unable to directly face the "giants." If detected, killmoulis flee in mindless panic. If caught, they may die of fright. Still, despite their reclu-



sive nature, killmoulis can be befriended. They appreciate gifts such as warm food and garments their size. They like to watch their benefactors from hiding. They may even send barely noticeable telepathic messages of thanks and friendliness; the recipients generally perceive these as "warm feelings."

Telepathic or shapechanging humanoids may be able to directly communicate or approach killmoulis. Killmoulis personalities and interests are similar to those of the tradesmen and farmers whose buildings they share. Killmoulis tales are dominated by stories of past friends and enemies, local gossip, and the proper methods of performing tasks. The killmoulis are habitual gossips. If a killmoulis will talk with a person, that person can gain access to an unparalleled spy network, although such information may be heavily slanted toward labor or domestic matters.

The sex of a killmoulis is difficult to judge due to the lack of external characteristics. There are no recorded encounters with immature killmoulis. It is believed that killmoulis reproduce in the same manner as other faerie humanoids such as brownies. Apparently the infants do not nurse (due to the lack of mouths or mammaryes) but are born with the ability to inhale food. The actual life expectancy of a killmoulis is unknown (the killmoulis themselves don't keep records of such things) but it may be centuries.

Killmoulis keep small amounts of treasure. These are usually items they have found or scavenged along the way. Although they may steal from hostile "giants," they are happy to share their meager wealth with their friends.

Ecology: Killmoulis are a race that has adapted to a symbiotic lifestyle. Wise humans and demihumans welcome these secretive assistants; despite the killmoulis' appetites, their work tends to be more valuable than the food they consume. Killmoulis also act as guardians and watchmen against mutual threats, such as vermin and fire.

Kuo-Toa

CLIMATE/TERRAIN:	Aquatic subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	High and up (13+)
TREASURE:	L, M, N (Z)
ALIGNMENT:	Neutral evil (with chaotic tendencies)

NO. APPEARING:	2-24
ARMOR CLASS:	4
MOVEMENT:	9, Sw 18
HIT DICE:	2 or more
THAC0:	16
NO. OF ATTACKS:	1 or 2
DAMAGE/ATTACK:	2-5 and/or by weapon type
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	M (higher levels L)
MORALE:	Elite (13)
XP VALUE:	175
	Whip, 420
	Lieutenant, 1,400
	Monitor, 975
	Captain, 3,000

Kuo-toa are an ancient race of fish-men that dwells underground and harbors a deep hatred of surface dwellers and sunlight.

A kuo-toan presents a cold and horrible appearance. A typical specimen looks much like a human body, albeit a paunchy one, covered in scales and topped with a fish's head. The huge fish eyes tend to swivel in different directions when observing an area or creature. The hands and feet are very long, with three fingers and an opposing digit, partially webbed. The legs and arms are short for the body size. Its coloration is pale grey, with undertones of tan or yellow in males only. The skin has a sheen from its slimy covering. The color darkens when the kuo-toan is angry and pales when it is badly frightened. A strong odor of dead fish follows it around.

It wears no clothing, only leather harnesses for its weapons and gear. Typically, a kuo-toan warrior carries daggers, spears, shields, harpoons and weighted throwing nets.

Kuo-toa speak the strange subterranean trade language common to most intelligent underworld dwellers. Additionally they speak their own arcane tongue and have empathic contact with most fish. Their religious speech is a corruption of the language used on the elemental plane of Water; if a kuo-toan priest is in a group of kuo-toa, it is 75% unlikely that a creature native to the plane of Water will attack, for the priest will request mercy in the name of the Sea Mother, Blibdoolpoolp.

Combat: These creatures normally travel in well-armed bands. If more than 20 kuo-toa are encountered, it is 50% likely that they are within 1d6 miles of their lair. For every four normal warriors encountered there is an additional fighter of 3rd or 4th level. For every eight normal fighters there is an additional fighter of 5th or 6th level. For every 12 normal kuo-toa in the group there is a cleric/thief of 1d4+3 levels each. If more than 20 normal fighters are encountered, the group is a war consisting of the following:

- One 10th-level fighter as Captain
- Two 8th-level fighters as Lieutenants
- Four 3rd/3rd-level fighter/thief Whips
- One Monitor (see below)
- One slave per four kuo-toa



The whips are fanatical devotees of the Sea Mother goddess of the kuo-toa. They inspire the troops to stand firm and fight without quarter for the glory of their ruler and their deity.

It is 50% probable that any kuo-toan priest above 6th level is armed with a pincer staff. This is a five-foot-long pole topped by a three-foot-long claw. If the user scores a hit, the claw has closed upon the opponent, making escape impossible. The weapon can be used only on enemies with a girth range between an elf and a gnom. It is 10% probable that both arms are pinned by the claw and 40% probable that one arm is trapped. If the victim is right-handed, the claw traps the left hand 75% of the time. Trapped opponents lose shield and Dexterity bonuses. If the weapon arm is trapped, the victim cannot attack and the Dexterity bonus is lost, but the shield bonus remains.

The harpoon is mostly used only by higher level fighters. It is a wickedly barbed throwing weapon with a 30 yard range. It inflicts 2d6 points of damage exclusive of bonuses. Victims must roll a successful saving throw of 13+ on 1d20 to avoid being snagged by the weapon. Man-sized or smaller beings who fail this saving throw are jerked off their feet and stunned for 1d4 rounds. The kuo-toan, who is attached to his weapon by a stout cord then tries to haul in its victim and slay him with a dagger thrust.

Kuo-toan shields are made of special boiled leather and are treated with a unique glue-like substance before a battle. Anyone who attacks a kuo-toan from the front has a 25% chance of getting his weapon stuck fast. The chance of the victim freeing the weapon is the same as his chance for opening doors.

Hit probability for kuo-toa is the same as that of a human of similar level, but males also gain a +1 bonus to both attack rolls and damage rolls when using a weapon, due to Strength. When fighting with a dagger only, kuo-toa can bite, which causes 1d4+1 points of damage.

When two or more kuo-toan priests or priest-thieves operate together, they can generate a lightning stroke by joining hands. The bolt is two feet wide and hits only one target unless by mischance a second victim gets in the way. The bolt inflicts six points of damage per priest, half that if a saving throw vs. spell is successful. The chances of such a stroke occurring is 10% cumulative per caster per round.

The special defenses of these creatures include skin secretions,

which gives attempts to grapple, grasp, tie, or *web* a kuo-toan only a 25% chance of success. Despite their eyes being set on the sides of their heads, they have excellent independent monocular vision, with a 180-degree field of vision and the ability to spot movement even though the subject is invisible, astral, or ethereal. Thus, by maintaining complete motionlessness, a subject can avoid detection. Kuo-toa also have 60-foot infravision and have the ability to sense vibrations up to 10 yards away. They are surprised only on a 1 on the 1d10 surprise roll.

Kuo-toa are totally immune to poison and are not affected by paralysis. Spells that generally affect only humanoid types have no effect on them. Electrical attacks cause half damage, or none if the saving throw is successful; magic missiles cause only 1 point of damage. Illusions are useless against them. However, kuo-toa hate bright light and suffer a -1 penalty to their attack roll in such circumstances as daylight or light spells. They suffer full damage from fire attacks and save with a -2 penalty against them.

Sometimes kuo-toa are encountered in small bands journeying in the upper world to kidnap humans for slaves and sacrifices. Such parties are sometimes also found in dungeon labyrinths that connect to the extensive system of underworld passages and caverns that honeycomb the crust of the earth. Only far below the surface of the earth can the intrepid explorer find the caverns in which the kuo-toa build their underground communities.

Habitat Society Kuo-toa spawn as do fish and hatchlings, or fingerlings as they call their young, are raised in pools until their amphibian qualities develop, about one year after hatching. The young, now a foot or so high, are then able to breathe air and they are raised in pens according to their sex and fitness. There are no families, as we know them, in kuo-toan society.

Especially fit fingerlings, usually of noble spawning, are trained for the priesthood as priests, priest/thieves, or special celibate monks. The latter are called "monitors" whose role is to control the community members who become violent or go insane. The monitor is capable of attacking to subdue or kill. A monitor has 56 hit points, attacks as a 7th-level fighter and has the following additional abilities: twice the normal movement rate, AC 1, and receives four attacks per round—two barehanded for 2d4 points of damage (double if trying to subdue) and two attacks with teeth for 1d4 + 1 points of damage. One hand/bite attack occurs according to the initiative roll, the other occurs at the end of the round.

Subdued creatures cannot be larger than eight feet tall and 500 pounds. Subduing attacks cause only half real damage, but when the points of damage inflicted equal the victim's total, the creature is rendered unconscious for 3d4 rounds.

Kuo-toan communities do not generally cooperate, though they have special places of worship in common. These places are usually for intergroup trade, councils, and worship of the Sea Mother, so they are open to all kuo-toa. These religious communities, as well as other settlements, are open to drow and their servants, for the dark elves provide useful goods and services, though the drow are both feared and hated by the kuo-toa. This leads to many minor skirmishes and frequent kidnappings between the peoples. The illithids (mind flayers) are greatly hated by the kuo-toa and they and their allies are attacked on sight.

The ancient kuo-toa once inhabited the shores and islands of the upper world, but as the race of mankind grew more numerous and powerful, these men-fish were slowly driven to remote regions. Continual warfare upon these evil, human-sacrificing creatures threatened to exterminate the species, for a number of powerful beings were aiding mankind, their sworn enemies. Some kuo-toa sought refuge in sea caverns and secret subterranean waters, and while their fellows were being slaughtered,

these few prospered and developed new powers to adapt to their lightless habitat. The seas contained other fierce and evil creatures, however, and the deep-dwelling kuo-toa were eventually wiped out, leaving only those in the underworld to carry on, unnoticed and eventually forgotten by mankind. But the remaining kuo-toa have not forgotten mankind, and woe to any who fall into their slimy clutches.

Now the kuo-toa are haters of sunlight and are almost never encountered on the earth's surface. This, and their inborn hatred of discipline, prevent the resurgence of these creatures, for they have become numerous once again and acquired new powers. However, they have also become somewhat unstable, possibly as a result of inbreeding, and insanity is common among the species.

If a kuo-toan lair is found, it contains 4d10 × 10 2nd-level males. In addition, there are higher level fighters in the same ratio as noted for wandering groups. The leader of the group is one of the following, depending on the lair's population.

- A priest/thief king of 12/14th level, if 350 or more normal kuo-toa are present, or
- A priest/thief prince of 11/13th level, if 275-349 normal kuo-toa are present, or
- A priest/thief duke of 10/12th level, if fewer than 275 normal kuo-toa are present.

There are also the following additional kuo-toa in the lair:

- Eight Eyes of the priest leader - 6th- to 8th-level priest/thieves
- One Chief Whip - 6th/6th-level fighter/thief
- Two Whips of 4th/4th or 5th/5th level (see whip description)
- One Monitor per 20 2nd-level kuo-toa
- Females equal to 20% of the male population
- Young (noncombatant) equal to 20% of the total kuo-toa
- Slaves equal to 50% of the total male population

In special religious areas there are also a number of kuo-toan priests. For every 20 kuo-toa in the community there is a 3rd-level priest, for every 40 there is a 4th-level priest, for every 80 there is a 5th-level priest, all in addition to the others. These priests are headed by one of the following groups:

- One 6th-level priest if the group is 160 or fewer, or One 7th-level and one 6th-level priest if the group is between 161 and 240, or
- One 8th-level, one 7th-level, and one 6th-level priest if the group numbers between 241 and 320, or
- One 9th-level, two 7th-level, and three 6th-level priests if the group numbers between 321 and 400, or
- One 10th-level, two 8th-level, and four 6th-level priests if the group numbers over 400.

Though kuo-toa prefer a diet of flesh, they also raise fields of kelp and fungi to supplement their food supply. These fields, lit by strange phosphorescent fungi, are tended by slaves, who are also used for food and sacrifices.

Kuo-toan treasures tend more toward pearls, gem-encrusted items of a water motif, and mineral ores mined by their slaves. Any magical items in the possession of a kuo-toan are usually obtained from adventuring parties that never made it home again.

Ecology: Not much is known to surface-dwelling sages about this enigmatic, violent, subterranean race, but some of the more astute scholars speculate that the kuo-toa are but one-third of the three-way rivalry that includes mind flayers and drow. It is partially because of this continuing warfare that none of the three races has been able to achieve dominance of the surface world.

Lamia

	Lamia	Lamia Noble
CLIMATE/TERRAIN:	— Deserts, caves and ruined cities —	
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	High (13-14)	High (13-14)
TREASURE:	D	D
ALIGNMENT:	Chaotic evil	Chaotic evil

NO. APPEARING:	1	1
ARMOR CLASS:	3	3
MOVEMENT:	24	9
HIT DICE:	9	10 + 1
THAC0:	12	10
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	1-4 (weapon)	1-6 (weapon)
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	30%
SIZE:	M	M
MORALE:	Elite (14)	Elite (14)
XP VALUE:	3,000	4,000

Of all the hazards that the desert presents, few can compare with the cruel race of flesh eating creatures known as lamias. These half-human, half-quadruped beast hybrids use deceit, speed, and spells to entrap the foolhardy adventurer who dares wander into their ruins.

Their upper torsos, arms, and heads resemble those of beautiful human women, while their lower bodies are those of beasts such as goats, deer, or lions, with the appropriate coloration. This hybrid configuration makes lamias very fast and powerful. They are usually armed with daggers which they use to carve up their prey for the feast. Lamias sometimes smell like perfume flowers, so as to attract unwary victims. They wear no clothing or jewelry. In communicating, they use the common tongue.

Combat: A lamia is able to use the following spells once per day: *charm person*, *mirror image*, *suggestion*, and *illusion* (as a wand). For purposes of duration, effect, etc. assume that the lamia casts its spells at 9th-level spell ability. These spells are typically used to lure persons to the lamia and then hold them there for the creature to devour at its leisure.

The lamia's touch permanently drains 1 point of Wisdom from a victim, and when his Wisdom drops below 3, he willingly does whatever the lamia tells him to. These orders often involve having the victim attack his compatriots while it continues whittling down their ranks. If it has a chance to drain the Wisdom of more than one victim, it will certainly do so. It may even use its *charm* spell to supplement its control over party members.

Among a lamia's favorite illusions to cast upon itself are the following: a lovely damsel in distress, a tough but beautiful female ranger, or an elf maiden. At times it simply may cast an illusion of a lost child in distress or a group of peasants being attacked by a large beast, while hiding itself, awaiting the right moment to attack from the rear.

Habitat/Society: Lamias dwell in ruined cities or caves, places situated in desert or wasteland areas. These evil creatures are solitary beasts, sustaining themselves on the flesh of those who walk too close to their territories. During lean times, they supplement their diet by stalking game animals. Lamias hardly ever venture more than ten miles from their lairs.



Ecology: Lamias are legendary monsters that prey upon travelers or guard hidden places or objects of power. They are mysterious creatures that seem devoted to the spreading of chaos and evil in their dwelling places.

Lamia Noble

These beings rule over the lamias and the wild, lonely areas they inhabit. They differ from the normal lamias in that the lamia nobles' lower bodies are those of giant serpents and their upper bodies can be either male or female. It is rumored that the normal female lamia is born from the union of two nobles.

The males wield short swords and have 1d6 levels of wizard spells, plus the inherent spells *charm person*, *mirror image*, *suggestion*, and *illusion*. The females are unarmed and only attack with magic; they are more experienced magically and have 2d4 levels of wizard spells plus the usual inherent spells.

Like normal lamia, lamia nobles have the Wisdom-draining touch.

All lamia nobles are able to assume human form. In this guise they attempt to penetrate human society and wreak evil. They speak all of the languages of humans and demihumans. When in human form, they are recognizable as lamias by humans and demihumans only if the characters are of 7th level or higher, with a 5% cumulative chance per level above 6th. Priests and paladins receive an additional 15% chance (i.e., a 10th level priest has a 35% chance). Lamia nobles are given to outbursts of senseless violence.

Lammasu

	Lesser	Greater
CLIMATE/TERRAIN:	— Warm, with visits to other climes —	
FREQUENCY:	Rare	Very rare
ORGANIZATION:	Pride	Solitary (Pride)
ACTIVITY CYCLE:	Day	Day
DIET:	Herbivore	Herbivore
INTELLIGENCE:	Genius 17-18)	Supra-genius (19-20)
TREASURE:	R, S, T	Nil
ALIGNMENT:	Lawful good	Lawful good

NO. APPEARING:	2-8	1-2
ARMOR CLASS:	6	3
MOVEMENT:	12, Fl 24 (C)	15, Fl 30 (B)
HIT DICE:	7+7	12+7
THACO:	12	9
NO. OF ATTACKS:	2	2
DAMAGE/ATTACK:	1-6/1-6	2-12/2-12
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	30%	40%
SIZE:	L	L (5' high at shoulder)
MORALE:	Elite (14)	Champion (16)
XP VALUE:	4,000	8,000

The lammasu, a winged leonine figure with a human head, aids and protects lawful good persons. They are generally kind and friendly to all good creatures.

Lammasu resemble golden-brown lions with the wings of eagles and the heads of men with shaggy hair and beards. Their formidable appearance is softened by their regal, compassionate and beneficent expressions. They communicate in their own tongue, in common, and through a limited form of telepathy.

Combat: Since lammasu are concerned for the welfare and safety of good beings, they almost always enter combat if they see good creatures being threatened, in the way least likely to cause harm to the good beings.

Lammasu are able to become invisible or dimension door at will. They radiate a *protection from evil*, 10' radius (-2 penalty to all evil attacks, +2 bonus to saving throws against evil attacks). Additionally, they are able to use priest spells up to 4th level, at 7th-level proficiency. Lammasu can employ four 1st-level spells, three 2nd-level spells, two 3rd-level spells, and one 4th-level spell. They have *cure wounds* of double effect (4d8+2 and 6d8+6), and 10% of lammasu can speak a *holy word* as well.

If all else fails, lammasu can attack with their two razor-sharp front claws, inflicting 1d6 points of damage each. If they choose to swoop down from the sky on a target, this damage is doubled.

Habitat/Society: The lammasu have a very structured and lawful society, reflecting their alignment. They are organized in prides just like lions. They dwell in old, abandoned temples situated in warm regions. These temples have not lost their consecration, and in some way, the lammasu are the self-appointed resident guardians of these high and holy places. As a rule, only one pride of lammasu is ever found in a 25-mile area; they spread themselves out so they can respond quickly to any evil outburst.

Lammasu females fight as effectively as the males; for every four lammasu encountered, one is a female. When found in their lair, there are young equal to 25% of the adult population. Female lammasu have the heads of women, with long hair.

Once a month, the pride leaders gather together to consort about how the war on evil goes. This grouping is called the Whitemoon, since it takes place on the first night of the full moon.



There are usually 6d6 lammasu and 2d4 greater lammasu with the latter presiding over the meeting. Such a gathering of lawful good causes the entire temple where they meet to glow in a pure light, until it breaks up at dawn. There is perhaps no safer place in all the world that night.

Though they dwell in warm areas, they occasionally visit every clime. They speak their own tongue as well as common. At times they use a limited form of telepathy.

Good-aligned strangers are always well received. Neutrals are watched carefully, but are treated politely unless the outsiders begin causing trouble. Evil beings are firmly asked to leave, and if they fail to do so, they are attacked by the pride. In case of trouble, there is a cumulative 10% chance per turn that a neighboring pride picks up a telepathic summons and come to help out the original pride. Lammasu harbor an especially strong dislike for lamias and manticores. Some foolish people confuse lammasu for manticores, which does little to improve the lammasu disposition toward them.

Ecology: Lammasu keep the wastelands from being completely overrun by evil creatures. Their aid to frontier settlements is beyond measurable value.

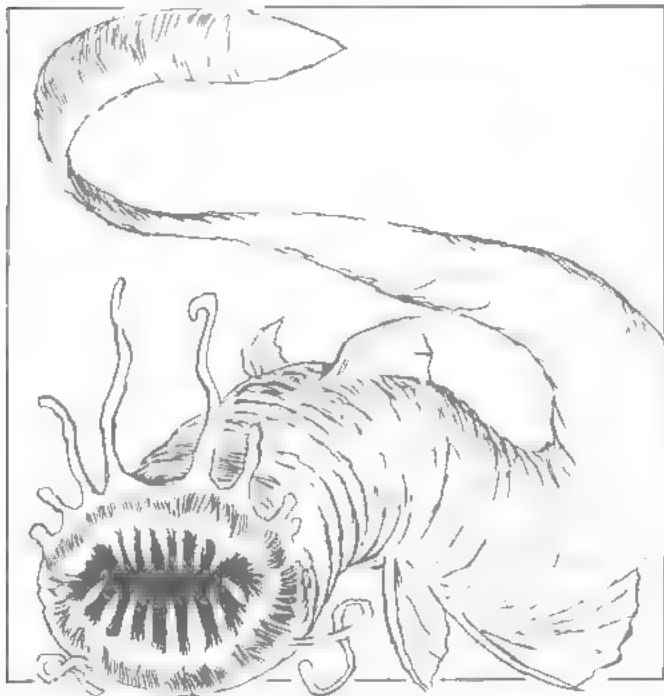
Greater Lammasu

These creatures are slightly larger than a lesser lammasu and one or two may be found dwelling with a pride of six or more lesser lammasu. Greater lammasu can travel the Astral and Ethereal Planes, become invisible, teleport without error and dimension door, all at will. They radiate *protection from evil* in a 20' radius (-4 penalty to evil attacks and +4 bonus to saving throws) and have the curative powers of their lesser cousins. Their priest spells consist of five 1st level, four 2nd-level, three 3rd-level, two 4th-level, and one 5th-level spell. Fifty percent of greater lammasu can speak a *holy word* as well. They cast spells as 12th-level priests.

Greater lammasu have empathy telepathic communication, and speak their racial speech and the common tongue. Despite their greater stature, these lammasu are just as gentle and humble as their lesser brethren.

Lamprey

CLIMATE/TERRAIN:	Normal	Giant	Land
FREQUENCY:	Deep waters	Deep waters	Any
ORGANIZATION:	Uncommon	Rare	Uncommon
ACTIVITY CYCLE:	Solitary	Solitary	Pack
DIET:	Any	Any	Any
INTELLIGENCE:	Carnivore	Carnivore	Carnivore
TREASURE:	Non-(0)	Non-(0)	Non-(0)
ALIGNMENT:	Nil	Nil	Nil
NO. APPEARING:	1-2	1-4	2-12
ARMOR CLASS:	7	6	7
MOVEMENT:	Sw 12	Sw 9	12
HIT DICE:	1+2	5	1+2
THACO:	18	15	18
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	1-2	1-6	1 hp/round
SPECIAL ATTACKS:	Drain blood	Drain blood	See below
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	S (2' long)	M (6' long)	S (3' long)
MORALE:	Unsteady (7)	Average (9)	Unsteady (7)
XP VALUE:	65	270	120



Lampreys are leech-like eels that dwell in deep fresh and salt water. They feed by biting their victims, fastening on with their teeth, and draining blood from their prey.

These disgusting creatures are characterized by their sphincter-like mouths ringed with sharp teeth. The average lamprey has a sickly brown-green-grayish coloring, with the salt water dwellers having a greater amount of gray.

Combat: They feed by biting their victims, fastening themselves by their sphincter-like mouths. Once attached and the initial damage is inflicted upon the victim, the lamprey begins to drain blood on the next and successive rounds. The rate of blood drain is equivalent to 2 hit points per Hit Die of the lamprey. Thus a normal lamprey drains blood for 2 points of damage per round.

Sea lampreys are especially susceptible to fire, making their saving throws against fire-based attacks with a -2 penalty. Of

course, any fire-based spell aimed at a lamprey attached to a victim means that he, too, must make a saving throw.

Once a lamprey attaches itself to a victim, the only way to remove it is by killing it. As a rule of thumb, a lamprey sucks blood equivalent to its hit points, then detaches itself. The victim of a giant lamprey, however, continues to bleed at a rate of 2 hit points worth of blood loss per round until the wound is bandaged.

Habitat/Society: Lampreys inhabit deep water areas and dwell in natural caves or coral formations. Lampreys have an unerring homing instinct that enables them to range up to two miles away from its air.

A lamprey lair is notoriously devoid of treasure since they do not take their victims back to these places, preferring to suck the blood immediately upon encountering their prey.

Lampreys live to eat and reproduce. They are savage, nasty-tempered creatures. They are territorial and vigorously defend their lairs. Usually, 4d6 lamprey eggs can be found in a lair.

Ecology: In salt water environs, sharks enjoy feeding on giant lampreys. It could be argued that the presence of these sea lampreys keeps down the number of shark attacks on coastal communities.

Land Lamprey

A land lamprey is only about three feet long but fairly thick and heavy. Coloration ranges from light green to blackish green. This color scheme enables the land lamprey to hide in greenery such as bushes or tall grass with a 75% chance of success.

Land lampreys are mutated versions of sea lampreys. They breathe air and move in a snake-like fashion. Land lampreys may be found in almost any climate except desert or extreme cold. They prefer dark and damp environments; like their aquatic counterparts, they favor small caves for lairs.

Land lampreys feed as do aquatic ones. Once attached (a hit for 1 point of damage), a land lamprey drains blood for three consecutive rounds, unless killed or removed, for 1 point of damage per round.

In addition, while attached to a character, each lamprey encumbers an individual; this is equivalent to a loss of 1 point of Dexterity per lamprey attached. Land lampreys can be removed only by killing them or exposing them to fire, whereupon they release their hold in an effort to avoid the flames.

Leech

	Swarm	Giant	Throat
CLIMATE/TERRAIN:	Swamp	Temperate/Swamps and marshes	
FREQUENCY:	Uncommon	Uncommon	Common
ORGANIZATION:	Swarm	Group	Group
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Non- (0)	Non- (0)	Non- (0)
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Nil	Nil	Nil
NO. APPEARING:	200-500	4-16	1-6
ARMOR CLASS:	10	9	10
MOVEMENT:	Sw 1	3, Sw 3	1, Sw 1
HIT DICE:	Special	1-4	1 hp
THACO:	NA	1-2 HD: 19 3-4 HD: 17	20
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	Special	1-4	1-3
SPECIAL ATTACKS:	Drain blood	Drain blood	Choke
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	L (10' wide)	S to M (2' 5')	T (1")
MORALE:	Unsteady (5)	Unsteady (7)	Unsteady (6)
XP VALUE:	15	1 HD: 65 2 HD: 120 3 HD: 175 4 HD: 270	35



Giant leeches are horrid slug-like creatures that dwell in wet, slimy areas and suck the blood of warm-blooded creatures.

These disgusting parasites range from two to five feet long. Their slimy skin is mottled brown and tan with an occasional shade of gray. Two antennae protrude from atop the head.

Combat: Leeches wait in the mud and slime for prey. The initial attack attaches the sucker mouth of the giant leech. On the next round, and on each round thereafter, it drains blood for 1 point of damage per Hit Die of the leech. There is only a 1% chance that the victim is aware of the attack if it occurs in the water. The leech has anesthetizing saliva, and its bite and blood drain are not usu-

ally felt until weakness (the loss of 50% of hit points) sets in and makes the victim aware that something is amiss.

They can be killed by attack or by salt sprinkled on their bodies. There is a 50% chance that the bite of one of these creatures causes a disease that is fatal in 1d4 + 1 weeks unless cured.

Habitat/Society: These creatures are found only in the waters of swamps and marshes. Giant leeches range from 1 to 4 Hit Dice in size. Various sized creatures usually are found in a group.

Throat Leech

This leech is about one inch long and resembles an inconspicuous twig. It is found in pools, lakes, and streams.

Anyone drinking water containing a leech has a 10% chance of taking it into his mouth unless the water is carefully filtered (such as through a sheet of gauze) before drinking. The leech sucks blood at the rate of 1-3 points of damage per round, until it becomes completely distended. After ten rounds of sucking, the leech is bloated and will not suck any more blood.

Each round that the leech is in the victim's throat, there is a 50% chance that the victim chokes, causing an additional 1d4 points of damage. A victim who chokes on three successive rounds dies on the third round.

Apart from magical means that may suggest themselves, the only way to kill a throat leech in a victim's throat is to place a thin, heated metal object, such as a wire, into the bloated leech. The hot metal causes the leech to burst and no further damage is inflicted on the victim.

Leech swarm

This is merely a massive swarm of small leeches, found only in the water. They move in a cloud ten feet in diameter. Anyone caught in the swarm receives 1d10 points of damage per round from blood drain. Area-effect attacks that inflict 10 or more points of damage will disperse the swarm.

Leprechaun

CLIMATE/TERRAIN:	Temperate/Green lands, sylvan glens
FREQUENCY:	Uncommon
ORGANIZATION:	Clans
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	F
ALIGNMENT:	Neutral

NO. APPEARING:	1 OR 1-20
ARMOR CLASS:	8
MOVEMENT:	15
HIT DICE:	2-5 hp
THACO:	20
NO. OF ATTACKS:	0
DAMAGE ATTACK:	Nil
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	80%
SIZE:	T (2' tall)
MORALE:	(Steady) 11
XP VALUE:	270

Leprechauns are diminutive folk who are found in fair, green lands and enjoy frolicking, working magic, and causing harmless mischief.

Rumored to be a cross between a species of halfling and a strong strain of pixie, leprechauns are about two feet tall. They have pointed ears, and their noses also come to a tapered point. About 30% of all male leprechauns have beards. Pointed shoes, brown or green breeches, green or gray coats, and either wide-brimmed or stocking caps are the preferred dress of the wee folk. Many leprechauns also enjoy smoking a pipe, usually a long-stemmed one.

Combat: These fun-loving creatures of magical talent are by nature noncombative. They can become invisible at will, polymorph nonliving objects, create illusions (with full audio and olfactory effects), and use *ventriloquism* spells as often as they like. Their keen ears prevent them from ever being surprised. Being full of mischief, they often (75%) snatch valuable objects from adventurers, turn invisible and dash away. There is a 75% chance that the attempt is successful. If pursued closely, there is a 25% chance per turn of pursuit that the leprechaun drops the stolen goods. The chase never leads to the leprechaun's lair.

If caught or discovered in its lair (10% chance), the leprechaun attempts to mislead his captor into believing that he is giving over his treasure while he actually is duping the captor. It requires great care to actually obtain the leprechaun's treasure.

Habitat/Society: Leprechauns live in families of up to 20, though they call this unit a clan. They use first names and surnames, and it is fairly certain that these names are a good indicator of which clan one is dealing with. A lair usually consists of a warm, dry cave with a hearth, rugs, and furniture. Strangely, word travels fast between clans of the same surname, and a clan that a group of adventurers runs into may already know the adventurers' names from another clan the party encountered several days prior.

There is a rumor that a King of the Leprechauns exists, but there seems to be no official political hierarchy. There are no communities or villages of leprechauns.

It is rare to see leprechaun offspring, but they do exist, born



with the full magical powers of an adult. For every 10 adults encountered in a lair, one child will be found.

Leprechauns enjoy eating the same sorts of foods that humans and demihumans eat, with a special fondness for wine. This weakness may be used to outwit them.

Gold is the one treasure found in every leprechaun's hoard. If an intruder secures this treasure, a leprechaun will bargain and beg to get it back. As a last desperate measure, he will grant the intruder three wishes (very limited), but only if the intruder gives over the treasure first. When this is done, the leprechaun will indeed grant the three wishes. After all three wishes, the leprechaun will flatter the intruder and declare that the three wishes were so well-phrased that he will give a fourth wish. If the fourth wish is pronounced, the leprechaun will cackle with glee; the results of all the wishes will be reversed, and the intruder plus his group will be teleported (no saving throw) to a random location 2d20 miles away. No member of that party will ever be able to find that particular leprechaun again.

Leprechauns are naturally distrustful toward humans and dwarves, since these races have greedy tendencies. They get along well with elves, gnomes, and halflings.

A leprechaun will not sit idly by while a helpless creature is attacked, since they have a soft spot for weaker creatures. In general, if a leprechaun senses that a stranger means no harm, he can be quite civil, but he will not bring visitors to his lair. If the leprechaun finds someone hurt, he might take the victim to his lair, but only after making sure that the stranger is not followed and cannot see where he is being taken.

Ecology: The best times and places to observe leprechauns are called borderlines. Dawn and dusk (which are neither all light nor dark), the shore (which is neither all earth nor all water), or the equinoxes and solstices (which are neither one season nor another), are the best times and places to see leprechauns and their ilk frolicking and celebrating.

Leucrotta

CLIMATE/TERRAIN:	Temperate/Wasteland broken terrain
FREQUENCY:	Rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	D
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1-4
ARMOR CLASS:	4
MOVEMENT:	18
HIT DICE:	6+1
THACO:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3-18
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Kick in retreat
MAGIC RESISTANCE:	Nil
SIZE:	L (7' at shoulder, 9' long)
MORALE:	Elite (14)
XP VALUE:	975

The leucrotta is a creature of ugly appearance and temperament that haunts deserted places in search of prey.

The average leucrotta stands seven feet tall at the shoulder and can reach a length of nine feet in its mature form. The body of the leucrotta resembles that of a stag, with a leonine tufted tail and cloven hooves. Its head resembles that of a huge badger, but instead of teeth it has sharp, jagged bony ridges. Its body is tan, with the neck gradually darkening until it turns black at the head. The so-called teeth are sickly gray, and its eyes glow with a feral red light. The smell of decomposing animals on a hot humid day follows the leucrotta, and its breath is especially bad.

Combat: This monster is very sly and can imitate a range of noises and voices, the most common ones being a man, a woman, a child, or domestic animals in pain. It uses these noises in order to trick its prey into approaching within attack distance. It hunts humans, demihumans, humanoids, and even other animal predators. Leucrotta are intelligent and can speak their own language as well as the common tongue.

Leucrotta attack by biting for 3d6 points of damage. It is rumored that their bony ridges and jaws are so powerful that they can even bite through metal. If a leucrotta scores a hit against someone with a shield or armor, the target must roll a saving throw vs. crushing blow for the shield. If the roll fails, then in addition to scoring the regular damage, the beast managed to also bite through the shield. Once the shield is gone, the armor must go through the same routine with subsequent successful bites.

Once an opponent is rendered helpless, a leucrotta will leave its prize and attack any other intruders if the melee is still going on. It will give chase to an enemy, but will never pursue beyond sight of any prey it has managed to already capture.

When a leucrotta retreats, it turns its back on its opponent and kicks with its hind legs, causing 1d6 points of damage with each hoof.

Note to trackers. It is almost impossible to identify leucrotta tracks, since they look exactly like a stag's.

Habitat/Society: This ugly creature haunts deserted and desolate places because most other creatures cannot bear the sight of it. Its ugliness is legendary. Leucrotta lair in treacherous ravines



and rocky spires, because they are as surefooted as a mountain goat. Caves, old abandoned towers, or a hollowed out deadfall are the preferred lairs for this disgusting beast.

For every four leucrotta found in a lair, there is a 10% chance that an extra one, an immature leucrotta of half strength, is also present. Leucrotta are not a very family oriented species, as their nasty tempers extend sometimes to each other. The beasts range over a 20-mile area.

Since the leucrotta is not a very social creature, all strangers are nothing more than sources of food. Sometimes, a powerful chaotic evil person may entrap a leucrotta and force it to serve as a guardian, but such beasts rebel at the first opportunity.

Those brave enough to venture into a leucrotta lair must first roll a successful saving throw vs. poison with a -1 penalty, due to the horrendous stench, or gag helplessly for 1d4 rounds. Once inside, the money and possessions of past victims await.

Though the leucrotta prefer freshly killed meat, they are not above eating carrion. This serves to enhance their already bad reputation.

Ecology: Leucrotta distance themselves from the grand picture of nature, preferring to lurk on the fringes. They serve no practical use and one would be hard pressed to find a druid that would try to protect a member of this species. Some sages speculate that the leucrotta is an unnatural abnormality, an aberration spawned by some demented power or archmage.

Still, some mages prize the leucrotta hide for creating *boots of striding and springing*, hoping that the surefootedness of the beast passes down to the boots themselves. There are rumors that leucrotta saliva is an effective antidote to love philters, but so far there have been no volunteers to test this theory out.

Locathah

CLIMATE/TERRAIN:	Tropical and subtropical/ Coastal waters
FREQUENCY:	Rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	A
ALIGNMENT:	Neutral

NO. APPEARING:	20-200
ARMOR CLASS:	6
MOVEMENT:	1, Sw 12
HIT DICE:	2
THACO:	16
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (5' + tall)
MORALE:	Average (9)
XP VALUE:	65

The locathah are a humanoid race of aquatic nomads that roams warm coastal waters.

A typical locathah stands five to six feet tall and weighs 150 to 200 pounds. The skin is covered in fine but tough scales. The scales vary in color from a ivory yellow on the stomach and neck to a pale yellow on the rest of the body. The fins of their ears and spine are ocher. The ear fins enhance hearing while the large eyes are designed to enhance underwater vision. The only way to distinguish males from females is a vertical ocher stripe marking the egg sac. On the surface, locathah have a typically fish-like smell. They speak their own language; 10% also speak merman koalinh, or other aquatic languages.

Combat: The highly intelligent locathah have developed tactics that enable them to beat their deadlier rivals. They always operate in teams, the larger the better. Furthermore, when away from their homes they ride giant eels that act as both mounts and allies.

A typical locathah force is armed as follows.

Lance	20%
Crossbow	30%
Trident	30%
Short sword	20%

Since a locathah lacks claws or teeth, it cannot do damage if it is disarmed. If that happens, it will either grapple a foe (if armed locathah are present), look for weapons, or flee. Locathah only battle to the death if cornered or if their home is threatened.

Habitat/Society: Locathah have developed a society similar to that of surface humans. They have a well-developed hunter-gatherer society and a strong sense of territory. Locathah make their lairs in rocks carved into castle-like strongholds. These aquatic castles are very similar to their surface counterparts. Openings are protected by stout doors, shutters, or coral bars. Often 4d4 moray eels are used as guardbeasts. There is a 50% chance that Portuguese man-o-war jellyfish may be used as traps. A herd of giant eels is kept at the edge of each stronghold.

Locathah have a communal society organized in tribes of 20 to several hundred. Each band of 40 locathah has a leader (18 hit points, treat as a 4th-level fighter) and four assistants (14 hit



points, treat as 3rd-level fighters). Clans of more than 120 locathah are led by a female chieftain (22 hit points, treat as a 5th-level fighter) accompanied by 12 guards (12-14 hit points, treat as 3rd-level fighters).

Clan chieftains are prolific egg layers. Eggs are gathered into well-guarded nurseries where they hatch after five to six months. Hatchlings are raised communally but each is assigned a "parent", a nonwarrior adult that takes personal responsibility for that hatchling.

Locathah shamans are priests of up to 3rd level.

Ecology: Locathah are omnivorous. They have both aquatic farmers and hunter-gatherers that provide a varied diet for their clan brethren. The locathah's stone-age technology is limited to manufacturing weapons, tools, and ornaments from available materials. More advanced or magical items are scavenged from sunken wrecks, invaders, and drowning victims. Although they defend their territories against hostile invaders, locathah cooperate with nonhostile visitors, especially traders. Locathan coral carvings and jewelry are highly valued by art collectors and are traded for forged metals, ceramics, and durable magical items. Locathah can be hired to assist travelers in their realm. They also collect tolls from fishermen using locathah territorial waters.

Locathah never voluntarily leave the water. They are almost helpless on land. They are limited to slow crawls because they are unused to supporting their own weight. The use of magic to fly or levitate will negate this helplessness. They risk swift suffocation as their gills dry out: after 10 turns, a surfaced locathah suffers 1 point of damage each round. If the locathah immerses itself in water, the damage is halted.

Locathah always try to recover captive locathah or their bodies. If such are detected aboard a ship, other locathah might first demand the return of their kin or simply sink the boat by carving into its bottom.

Lurker Above

CLIMATE/TERRAIN:	Lurker Subterranean	Trapper Subterranean	Trapper, Forest Forest
FREQUENCY:	Uncommon	Rare	Rare
ORGANIZATION:	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Omnivore	Carnivore	Carnivore
INTELLIGENCE:	Non- (Q)	Highly (13-14)	Highly (13-14)
TREASURE:	C, Y	C	C
ALIGNMENT:	Nil	Neutral	Neutral
NO. APPEARING:	1 (1-4)	1	1
ARMOR CLASS:	6	3	4
MOVEMENT:	1, Fl 9 (B)	3	3, Br 6
HIT DICE:	10	12	10
THACO:	10	9	10
NO. OF ATTACKS:	1	4+	See below
DAMAGE/ATTACK:	1-6	See below	See below
SPECIAL ATTACKS:	See below	See below	See below
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	H (20' diam.)	H (20'-30' diam.)	H (20' diam.)
MORALE:	Steady (11)	Steady (11)	Steady (11)
XP VALUE:	1,400	2,000	1,400

The lurker above is a carnivorous scavenger found only in subterranean settings. It resembles a large manta ray; its grayish belly is textured like stone. The lurker typically attaches itself to a ceiling, where it is very difficult to detect (only 10% chance) unless actually prodded.

Combat: Lurkers are slow-moving creatures that must wait for their prey to come into range. Lurkers wait on the ceiling, then drop and wrap themselves around their prey. Lurkers cause a -4 penalty to opponents' surprise rolls. The constriction causes 1d6 points of damage per round and suffocation within 1d4+1 rounds, regardless of the damage suffered by the victim. This damage is automatic each round unless the victim breaks free or the lurker dies. Lurkers do not stop attacking until dead. Prey can only fight with short weapons that were in hand when the lurker attacked.

Habitat/Society: Lurkers are solitary creatures. The females lay eggs in a glutinous clutch near the ceiling. The hatchlings fall to the ground and feed on vermin until they become large enough to fly. Young resemble rectangular patches of moss.

Ecology: Lurkers are opportunistic feeders that make do with whatever wanders by. The lurker flies by means of gases generated into sacs. These gases may be used in the preparation of a *portion of levitation*. Lurker eggs or hatchlings may be sold as living defenses for those who want them. Lurker, trapper, and miner eggs can all be sold for 900 gp, hatchlings for 1,400 gp.

Trapper

The subterranean trapper is found only in caves and other dark places. It can alter its shape and color to resemble the local floor and to form a protuberance in the center that resembles a box. A trapper is difficult to detect (95%) once it has settled into a disguise. When prey wanders into the trapper's center, the creature's edges rise up and wrap around the victim. The victim suffers damage per round equal to 4 points plus his Armor Class (a victim with AC 2 suffers 6 points of damage per round). The constriction prevents breathing; victims smother in six rounds

regardless of the damage suffered. A trapper does not release a victim unless the trapper is reduced to 1 hit point or killed.

Trappers are immune to heat- or cold-based attacks. Trappers remain wrapped in a ball for 1d8 hours while digesting a victim. The remains of their victims are excreted below and form the trappers' treasure troves. A typical trapper can cover about 400 square feet, while large ones can cover up to 600 square feet.

Eggs are laid in a pebble like mass. Hatchlings resemble flat rocks. Trapper skin may be used to make nonmagical +1 leather armor.

Forest Trapper (Miner)

The forest trapper, or miner, resembles a tailless manta ray mottled brown or green brown. Its frontal and dorsal ridges are hard bone.

It preys primarily on small forest animals but traps larger creatures by burrowing beneath paths or roads, then extending the 1d20+5 poisonous, twig like barbs on its back through the surface. Passers-by have a 25% chance (75% if surprised) of unknowingly stepping on one. If not surprised, druids or rangers have a 5% chance per level of spotting and identifying the barbs. Victims must roll successful saving throws vs. poison or be paralyzed for 2d20 turns. A miner will not surface until all surface movement stops. Then it attacks in the same manner as a subterranean trapper.

Miners travel slowly on the surface by rippling like a snake. Burrowing is faster but travel is limited to soil, sand, and gravel.

Because a miner is always underground unless attacking, it is rarely attacked. The miner's toxin is located in sacs at the base of the barbs. The toxic barbs can be used in a blowgun or as a hand weapon by small creatures, provided the grip is wrapped.

Eggs are laid in a clutch several feet below the surface. The young feed on burrowing animals for their first year.

Lycanthrope, Wereboar

CLIMATE/TERRAIN:	Any dry land
FREQUENCY:	Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	B, S
ALIGNMENT:	Neutral
NO. APPEARING:	2-8
ARMOR CLASS:	4
MOVEMENT:	12
HIT DICE:	5+2
THACO:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-12 or by weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Silver or +1 or better to hit
MAGIC RESISTANCE:	Nil
SIZE:	M (5'-6' tall)
MORALE:	Elite (13)
XP VALUE:	650



Wereboars are humans who are able to transform themselves into a form combining human and boar features. Their tempers are as ugly as their features.

In human form wereboars tend to be stocky, muscular people of average height. Their hair is short and stiff. They dress in simple garments that are easy to remove, repair, or replace.

The boar form stands slightly taller than the human form, but the hunchbacked posture thrusts the head forward. The head is identical to a boar's head, complete with short tusks. The torso's diameter is doubled, the neck shortened, and the feet become hoof-like. Stiff, black hair like wire bristles covers the skin.

Combat: The wereboar combines his hands and tusks for deadly effect. The wereboar seizes a target and pulls it toward his head. He stabs his tusks into the victim, then pulls his victim to one side while swinging his head in the other direction, which tears the wound further. He then tosses the victim aside and attacks someone else. A wereboar will gladly wade into the center of a group of opponents and then fight his way out.

In human form the wereboar attacks with whatever weapon he has. Wereboars prefer bludgeoning or chopping weapons, such as axes and maces, rather than stabbing or missile weapons such as swords, spears, or bows.

In either form the wereboar is immune to damage from non-magical and nonsilver weapons. Such wounds are little more than scratches that quickly heal.

Habitat/Society: Wereboars are ill-tempered, easily angered, and almost as prone to attack their few friends as they are to attack an enemy. As humans they are rude, crude, and vulgar. However, they are invaluable allies in a fight. A wereboar does not give his friendship easily, but when he does it is a special bond he will not break. The problem is, due to the wereboar's peculiar personality, it is difficult to tell whether he is being friendly or hostile.

Wereboars prefer dense woodlands, ideally far from towns and cities. Like werebears, they live in caves or build cabins for their homes. Their homes tend to be ill-kept and slovenly. Wereboars don't repair things; they replace them.

Despite their personalities, wereboars have close-knit families.

Females give birth to litters of 1d4+2 offspring. Newborns are very small by human standards but are strong and able to crawl hours after birth. The offspring mature quickly. When they reach adolescence at eight years, they gain the ability to become wereboars themselves. A wereboar father appears to be distant and aloof, but a staunch protector who will attack any foe who threatens his family, no matter how uneven the odds. Females are aggressive when defending their young (+2 bonus to attack roll). Neither males nor females check morale when defending their young.

The diet is a mixture of small game, vegetables, and fungi. Their favorite food is the subterranean fungus called truffles; even in human form they can detect the truffles growing several feet underground. Wereboars aren't very good gardeners. A typical garden is a cleared field strewn with a variety of seeds and bulbs in the hope that something edible will grow. Wereboar cuisine is equally haphazard; it can be summed up as burned meat and stews.

Wereboars avoid normal hogs and boars. They are suspicious of strangers. Wereboars assume everyone is hostile. In human form they may wait for the first attack, but when in boar form they usually (75% chance) chase the intruders away and attack any who defend themselves.

Ecology: Wereboars produce little of value, whether trade goods or services. Their main desire is simply to stay away from everyone else. In the wild, they defend their territories against any intruders. Wereboars fit into orcish society as well as they do into human society, and might sometimes assist or ally themselves with orcish forces. Wereboars can tolerate half-orcs.

Lycanthrope, Werefox (Foxwoman)

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Nocturnal
DIET:	Carnivore
INTELLIGENCE:	Average to Exceptional (8-16)
TREASURE:	E, Q (x5), S
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1 (see below)
ARMOR CLASS:	2, 4, or 6
MOVEMENT:	24, 18, or 12
HIT DICE:	8+1
THACO:	12
NO. OF ATTACKS:	1
DAMAGE ATTACK:	1-2, 2-12, or by weapon
SPECIAL ATTACKS:	Charms, spells
SPECIAL DEFENSES:	Silver or +1 weapons to hit
MAGIC RESISTANCE:	Special (see below)
SIZE:	M
MORALE:	Elite (13)
XP VALUE:	1,400



A foxwoman is an elven-appearing woman who is able to transform herself into a silver fox form or a silver-furred humanoid vixen form with a fox's head. They are extremely self-centered.

The female elven form of the foxwoman is extremely beautiful. She has silver or silver-streaked hair, including a widow's peak. She dresses attractively in loose garments. A pouch holds valuables and spell components.

The vixen form is a hybrid of elven and fox-like features. The body and limbs are those of the elven form but covered with silver fur. The head and tail are fox-like. The vixen may wear elven clothing. The vixen can run very quickly (18).

The silver fox form appears to be a normal large fox. It moves extremely fast (24), can *pass without trace*, and is 90% undetectable in undergrowth if it passes out of view for a moment.

Combat: The silver fox's bite inflicts 1-2 points of damage but is otherwise harmless. The vixen's more savage bite causes 2d6 points of damage. Human or elven women who are bitten by a vixen for 50% or more of their hit points become foxwomen within three days unless both a *cure disease* and a *remove curse* spell are cast upon the victim by a priest of at least 12th level.

In elven form, the foxwoman relies on weapons. She gains a +1 bonus with bow or sword. Her best weapon is her incredible beauty. Any human, humanoid, or demihuman males whose Wisdoms are 13 or less are effectively caught by a *charm* spell. Those whose Wisdoms are 14 or greater are not charmed but still find the foxwoman extremely attractive. In elven form, the foxwoman has magic use as a wizard of level 1d4. She is 90% resistant to *sleep* and *charm* spells.

In any form, the foxwoman is able to see by infravision (60-foot range). They can only be harmed by silver or +1 or better magical weapons. Scars from nonfatal wounds vanish within a month.

Habitat/Society: Foxwomen dwell in lonely woodlands far from humanoid communities. Their homes may be hidden cottages or comfortably furnished cave complexes; in either case the homes are filled with typical human comforts. Foxwomen are solitary in regard to their own kind. They are self-serving, vain, and hedonistic. Foxwomen serve their vanity by enslaving humanoid

males. Those males become servants and companions.

Werefoxes do not keep dwarves, gnomes, or halflings, such males are slain quietly as soon as the opportunity arises.

Each foxwoman is always accompanied by 1d4+1 charmed males. At least one of the males is a fighter (70%) or ranger (30%) of level 1d4+1. There is a 50% chance that any one of the other males is also a fighter of level 1d4. There is a 10% chance that one of the remaining males is a cleric (10%), druid (45%), mage (10%), thief (25%), or some other class (10%) of level 1d4. Of her elven or half-elven companions, 25% are multi-class characters. All males who do not fit into any of the above categories are 0th-level fighters and elves or half-elves of 1 Hit Die. The males may use such magical items as they possessed prior to being charmed into the foxwoman's service.

Foxwomen are barren. They must kidnap or adopt their children. There is a 10% chance that a foxwoman has a "daughter." The foxwoman has stolen an elven girl, infected her with lycanthropy, and is raising her as a foxwoman. Such a child is between 1d8+5 years old. If she is 12-13, she is treated the same as a normal foxwoman; otherwise she is a noncombatant.

Non-elven women who are afflicted with lycanthropy undergo a slow transformation that alters their normal form. Over a period of one to two years, such women turn into elven women; only their faces and odd marks (tattoos, birthmarks) provide faint proof of their old identities.

Ecology: Foxwomen are unique among the lycanthropes. They have no major goals or desires aside from pampering themselves and feeding their vanity. They have little contact with other foxwomen (whom they see as rivals), real foxes (irrelevant beasts), or other lycanthropes (crude, unattractive, and uncharmable).

Mammal, Minimal

Minimal	HD	THACO	No. of Attacks	Damage Attack	XP Value	Notes
Ape, Gorilla	1	19	3	1-1/1-2	15	No rending
Ape, Carn.	1+2	18	3	1-1-1+3	35	Rending for 1-2
Baboon	.	20	.	1	7	-
Bagrat	1+1	20	1	1-2	7	-
Bear, Black	1-1	20	3	1-1-1-2	15	No hug
Bear, Brown	1+3	18	3	1-2-1-2/1-2	35	Hug 1-3
Bear, Cave	2+2	16	3	1-2/1-2/1-3	65	Hug 2-5
Bear, Wild	1-1	20	1	1-4	15	-
Boar, Warthog	1-1	20	2	1-3/1-2	5	-
Buffalo	1+2	18	2	1-2/1-2	35	-
Bull	1	19	2	1-2-1-2	15	-
Camel, Wild	1	20	.	1	15	-
Dog, War	1+1	20	1	1-2	7	-
Dog, Wild	3/4	20	1	1	7	-
Elephant, African	2+4	16	5	1-4/1-4/1-3	65	-
Elephant, Asian	2+6	16	5	1-2/1-2 2-5/2-5/1-4 1-3-1-3	65	-
Hippopotamus	1+2	18	.	1-4 or 3-6	35	-
Horse, wild	1+1	20	1	1	7	-
Hyena	1-1	20	1	1-2	15	-
Jaguar	1	19	3	1-2/1-2	15	Surprised only on 1; rear claws 1/1
Leopard	1	19	3	1/1/1-2	15	Surprised only on 1; rear claws 1/1
Lion	1+3	18	3	1/1/1-3	35	Surprised only on 1; rear claws 1/1
Lion, mountain	1-1	20	3	1-1/1-2	15	Surprised only on 1; rear claws 1/1
Lynx	1-4	20	1	1	7	Surprised only on 1
Mammoth	3+4	16	5	3-6/3-6/2-5 1-3/1-3	120	-
Rhinoceros	2+1	16	1	1-2 or 1-4	65	Charge 2-4 or 2-8
Stag	1-1	20	1 or 2	1-2 or 1-1	15	-
Tiger	2+1	16	3	1-2-1-2-1-3	65	Surprised only on 1; rear claws 1-2-1-2
Wolf	1-1	20	1	1-2	7	-

FREQUENCY: ALIGNMENT:

Very rare
Neutral, (chaotic)

NO. APPEARING:

As full size but 50% likely for
twice the number rolled

ARMOR CLASS:

As full size +2 (worse)

MOVEMENT:

As full size (rounded up)

NO. OF ATTACKS:

As full size or fewer (see below)

SPECIAL ATTACKS:

+1 to surprise for carnivores

SPECIAL DEFENSES:

+1 to attacker's surprise

MAGIC RESISTANCE

+2 to most saves

+4 vs. charm effects;

no bonus vs. poison, death

MORALE:

Unreliable to Average (2-10)

Minimals are half-sized breeds of otherwise normal animals. They have the same physical and behavioral traits as their full-sized relatives, although most are not as dangerous.

Combat: Minimals fight in the same manner as the normal breeds. Some of the carnivores are even more aggressive.

Habitat Society: Minimals (the popular contraction for "small animals") were created by means of spells similar to those used to create giant reptiles, insects, and the like. Minimals tend to be

found only in isolated or enclosed regions. There they are 80% likely to be the only types of mammals found. They seldom exist in areas with large carnivores, since they would be quickly wiped out.

Any type of minimal is 50% likely to be found with greater frequency than that given for normal-sized species. Their smaller size decreases their Armor Class by 2 and the movement rate by 1/3 (rounded up). The species listed above are the most commonly known. Other minimal probably exist in other isolated areas.

Minimals are sometimes found with small humanoids (brownies, pixies, etc.). This is more likely if the locale is isolated.

Minimals that can be domesticated are valued by other humanoids, such as halflings, as pets of this size are easier for them to control.

Ecology: Minimals are the result of deliberate tampering with nature by magical means. Aside from their smaller size, they have the same characteristics and needs as their normal-sized kin. Unlike most enlarged monsters, the diminutive minimal have increased usefulness and survivability since they require less food and territory. Minimal hides and skins are worth 2/3 that of the normal-sized species.

Mammal, Small

Mammal	HD	AC	No. App.	No. of Attacks	Damage Attack	Mv	XP Value	Notes
Beaver	1-4 hp	9	10-40	1	1	4, Sw 12	0	
Cat (house)	1-5 hp	6	1(1-12)2	1-2/1	5	0	0	Rear claws 1-2
Cat (wild)	1	5	1(2-5)3	1-2 1-2/1-2	18		0	Rear claws 1-2
Chipmunk	1 hp	7	1-6	1	1	12, Br 1	0	
Ermine	1	6	1-2	1	1	15	7	
Ferret	1	6	1-2	1	1	15		
Fox	1	7	1-2	1	1	15		
Gopher	1-3 hp	8	1-20	1	1	12, Br 2	0	
Hedgehog	1-2	8	1-2	nil	nil	4	0	
Mink	1	6	1-2	1	1	15 Br 1		
Mole	1 hp	10	1	ni	ni	1 Br 2		
Monkey	1+1	8	1-50	1	1	9	15	
Mouse	1 hp	7	1-100	nil	ni	15 Br 1/2	0	
Muskrat	1-3 hp	10	1-2	1	1	4	0	
Opossum	1-3 hp	10	1-8	1	1	4	0	
Otter	1-1	5	1-4	1	1-2	12, Sw 18	0	
Otter (sea)	1+1	5	1-4	1	1-3	12, Sw 18	0	
Otter (giant)	5	5	2-5	1	3-8	9 Sw 18		
Pig (domestic)	2	10	1-20	1	1-4	12		
Pig (wild)	2	9	1-8	1	1-4	12	0	
Rabbit	1-3 hp	6	1-12	1	1	18	0	
Raccoon	1-6 hp	9	1-4	1	1-2	5	0	
Squirrel	1 hp	8	1-6	1	1	12		
(Flying)	1 hp	8	7	1	1	12, Fl 15 (E)	0	Gliding
(Giant black)	1+1	6	1-12	1	1+3	12	35	
Woodchuck	1-6 hp	9	1-2	1	1	5 Br 2	0	

CLIMATE/TERRAIN: Various
FREQUENCY: Common
INTELLIGENCE: Animal (1)
ALIGNMENT: Neutral
MAGIC RESISTANCE: Nil
MORALE: Unreliable to Average (2-9)

Most small mammals are harmless to humans. Some have useful traits or abilities. Most animals have only rudimentary languages that humanoids cannot use except with the aid of magical spells.

Beavers quickly chew trees and construct homes in ponds. Adult pelts are worth two gp.

House cats are small, domesticated breeds.

Wild cats are domestic cats that have gone feral or already wild species like margays. These avoid humans but may accept food. Pelts are worth 10-20 sp.

Chipmunks have excellent hearing and eyesight.

Ermmes are related to weasels. The white, spotted pelt is worth four gp.

Ferrets are related to weasels. If captured as cubs or raised domestically, ferrets may be trained to perform simple tricks, retrieve objects, or hunt small burrowing game.

Foxes have superb vision, hearing, and noses. Their pelts are worth three to five gp.

Gophers live in large colonies burrowed into the soil of the plains. They have acute senses of hearing and smell. For each gopher encountered, another 1d10 are hiding in the burrows nearby.

Hedgehogs are covered with sharp but harmless quills.

Moles have an excellent ability to detect tastes and vibrations, but very poor vision.

Monkey refers to a variety of small, non-hostile species (rhesus, spider, tamarin, lemurs, and others).

Mice infest virtually any human structure.

Minks are related to weasels. The pelt is worth three gp.

Musk rats have a moderately valuable pelt worth five sp.

Opossum are woodland marsupials with good hearing.

Otters are fast runners (12) and swimmers (18). They are friendly and only attack if cornered or if their young are threatened. Pelts are worth two to three gp. Giant otters are identical except for their size (10-15' long). Pelts are worth 1,000-4,000 gp.

Pigs may bite or attempt to stun, then crush, a victim by butting. Domestic pigs are normally harmless unless angered or magically controlled. Wild pigs are domestic pigs that have escaped to the wild. They are smaller (two feet long) and nonaggressive unless provoked.

Rabbits are difficult to surprise or catch due to their sensitive eyesight, hearing, nose, and natural paranoia.

Raccoons only attack if cornered or rabid (10% chance). The pelts are worth one gp.

Squirrels have good vision and hearing.

Flying Squirrels have furry membranes that enable them to glide five feet for each one foot they drop.

Giant black squirrels are two-foot-long residents of evil-dominated forests. They steal loose, small valuables (rings, gems, vials) to decorate their nests.

Woodchucks are capable of quickly gnawing through trees or wood. The pelts are worth one gp.

Merman

CLIMATE/TERRAIN:	Temperate/Oceans
FREQUENCY:	Uncommon
ORGANIZATION:	Community
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average-Very (8-12)
TREASURE:	C, R
ALIGNMENT:	Neutral

NO. APPEARING:	20-200
ARMOR CLASS:	7
MOVEMENT:	1, Sw 18
HIT DICE:	1+1
THAC0:	18
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon type
SPECIAL ATTACKS:	Grapple ship
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (5'-6' long)
MORALE:	Average (10)
XP VALUE:	1 HD: 35 2 HD: 65 3 HD: 120 4 HD: 175 Shaman: 420 6 HD: 420

Mermen are manne-dwelling, amphibious humanoids with the upper torso of a human and the lower torso of a fish.

Mermen were once human but were transformed by unknown powers into their current forms. They live by herding fish, but during times of need they attack other sea-peoples or ocean-going vessels. They live underwater but surface to sun themselves on large rocks.

Adult mermen are five to six feet long (tall) and weigh between 150 and 225 pounds. Their skin tone is fair to tan, hair color is usually dark brown (occasionally fair), while their scale color ranges from green to silver. Females, also known as mermaids, are six inches shorter than the males and weigh between 100 to 150 pounds. Mermen adorn themselves with coral and shell decorations. Mermen speak their own language (with different dialects spoken by communities that are separated over wide distances), and 50% of all communities also speak locathah.

Combat: Mermen communities are well-armed. The arms used by mermen are as follows:

- Trident dagger (50%)*
- Crossbow dagger (30%)
- Javelin, dagger (20%)

* 20% of all trident wielders are also armed with a hook and grappling line (50 feet long).

Mermen crossbows have a range of 30 yards underwater. They use grapples to attack ships; the grapples can be thrown up to 50 feet. Each grapple held by 10 mermen slows a ship by 1. Once stopped, the ship is attacked and a hole is knocked in its hull in 4d4 rounds, after which the ship slowly sinks, to be looted by the mermen.

Mermen suffer double damage from fire attacks.

Habitat Society: For every 20 mermen encountered, there is a patrol leader (2-3 HD, and 1-3 barracuda (AC 6, Move 30, HD 3; #AT 1; Dmg 2d4). For every 40 mermen, there is a leader (4 HD). For every 120 mermen encountered, there is one chief (6 HD) and two guards (4 HD). For every ten mermen, there is a 10% chance



of a shaman (3 HD, with the spells of a 3rd-level priest).

Mermen have regular undersea communities, usually a reef or cliff honeycombed with passages. Rarely (10% of the time) they construct a village from sea shells and coral. An average community has between 100 and 600 males. Females and sub-adults each equal 100% of the males in a village. The communities are usually guarded by 3d6 trained barracudas.

Mermen society is heavily patriarchal. They prefer to be left to themselves and usually reject proposals of friendship or trade. They have strong territorial instincts and, while closely related to humans, they have no love for them. Males hunt and herd fish and protect their territory. Females raise children and tend to domestic affairs. Mermaids are also known for their creativity, and they produce works of art for the community (shell carvings, seaweed tapestries, and songs).

Ecology: Mermen are omnivorous, but they prefer a diet of fish, lobster, crab, and shellfish. They do not cook these creatures, but must fillet them before eating. They can survive out of water for one hour before they begin to dehydrate. When dehydrated, they lose 2 hit points per hour and will die when they reach zero; immersion in fresh or salt water immediately restores these lost hit points.

Mermen have an average life expectancy of 150 years. Mermen have many natural enemies but particularly hate the sahuagin and ixitxachitl. They often clash with tritons over territory.

Mimic

	Common	Killer
CLIMATE/TERRAIN:	Subterranean	Subterranean
FREQUENCY:	Rare	Rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Average (8-10)	Semi- (2-4)
TREASURE:	Incidental	Incidental
ALIGNMENT:	Neutral	Neutral (evil)

NO. APPEARING:	1	1
ARMOR CLASS:	7	7
MOVEMENT:	3	3
HIT DICE:	7-8	9-10
THAC0:	13	11
NO. OF ATTACKS:	1	1
DAMAGE ATTACK:	3-12 (smash)	3-12 (smash)
SPECIAL ATTACKS:	Glue	Glue
SPECIAL DEFENSES:	Camouflage	Camouflage
MAGIC RESISTANCE:	Nil	Nil
SIZE:	L	L
MORALE:	Champion (15)	Elite (13)
XP VALUE:	7 HD: 975 8 HD: 1,400	9 HD: 2,000 10 HD: 3,000

Mimics are magically-created creatures with a hard rock-like outer shell that protects their soft inner organs. Mimics can alter their form and their pigmentation; they use this talent to lure victims into close range, where they attempt to feed on them. They usually appear in the form of treasure chests. There are two varieties, the smaller, more intelligent common mimic, and the larger less intelligent killer mimic.

Mimics are large. Common mimics occupy about 150 cubic feet (a 3' x 6' x 8' chest, or a large door frame). Killer mimics occupy about 200 cubic feet. Mimics' natural color is a speckled grey that resembles granite. Mimics can alter their pigmentation to resemble varieties of stone (such as marble), wood grain, and various metals (gold, silver, copper); it takes one round to make the desired alteration. They cannot lose mass in this transformation (they must remain the same size, though they may radically alter their dimensions).

Common mimics have their own tongue (corruptions of the original language spoken by their wizard creators) and can also be taught to speak in common and other languages. Killer mimics are incapable of speech.

Combat: A mimic can surprise its victims easily (-4 penalty to victims' surprise rolls). When a creature touches a mimic, it lashes out with a pseudopod that inflicts 3d4 points of damage. Furthermore, the mimic covers itself with a glue-like substance. Any creature or item that touches a mimic is held fast. Alcohol will weaken the glue in three rounds, enabling the character to break free, or the character may attempt to make an open doors roll to break free. Only one attempt may be made per character, and no other action, offensive or defensive, may be performed during the round that the attempt is being made. A mimic may neutralize its glue at any time that it desires; the glue dissolves five rounds after the mimic dies. The mimic is immune to acid attacks and is unaffected by molds, green slime, and various puddings.

Habitat/Society: Mimics live underground, where they can avoid sunlight. They are solitary creatures; this is to ensure that each mimic has a large grazing area. They have no culture, their primary concerns are survival and food. Common mimics are quite intelligent and will gladly offer information in exchange for



food. Killer mimics attack regardless of attempts at communication. Mimics have no moral code and no interest in culture or religion. Wizards who use them as guardians have sometimes found them to be less than enthusiastic about obeying their commands.

Ecology: Mimics were originally created by wizards to protect themselves from treasure hunters. A good meal (one or two humans) can sustain them for weeks. They reproduce by fission and grow to full size in several years. Mimics pose as stonework, doors, statues, stairs, chests, or other common items made from stone, wood, and metal. Their skin is covered with optical sensors that are sensitive to heat and light in a 90-foot radius, even in pitch darkness. Any powerful light source can easily blind them, including direct sunlight. Along with glue, they can excrete a liquid that smells like rotting meat; this attracts smaller, more common prey (usually rats). Mimic ichor is useful in the creation of *polymorph self* potions, and their glue and solvent sacs can be sold to alchemists. Other internal organs are useful in the manufacture of perfumes. The mimic's internal organs are considered tasty delicacies in some cultures.

Mold

CLIMATE/TERRAIN:	Brown Subterranean	Russet Subterranean	Yellow Subterranean
FREQUENCY	Very rare	Very rare	Uncommon
ORGANIZATION:	Patch	Patch	Patch
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Heat	Moisture	Mental Energy
INTELLIGENCE:	Non- (0)	Non- (0)	Not Ratable (0)
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Nil	Nil	Nil
NO. APPEARING:	1 patch	1 patch	1 patch
ARMOR CLASS:	9	9	9
MOVEMENT:	0	0	0
HIT DICE:	—	—	—
THACO:	19	15	16
NO. OF ATTACKS:	0	0	1
DAMAGE/ATTACK:	0	0	1-8
SPECIAL ATTACKS:	Freezing	Spores	Poison Spores
SPECIAL DEFENSES:	Absorb Heat	Immune to weapons, cold, fire	Affected only by fire
MAGIC RESISTANCE:	Nil	Nil	20%
SIZE:	S-L	S-L	S-L
MORALE:	—	—	—
XP VALUE:	—	—	—

Molds are a variety of spore-producing fungi that form in decaying food or in warm, moist places. These fungi usually have a woolly or furry texture. While most molds are harmless, there are (at least) three varieties of monstrous molds that pose a deadly threat to adventurers: brown, russet, and yellow mold.

Brown Mold

Brown mold is found in damp subterranean areas, such as caverns and caves. It is light to golden brown in color. Brown mold feeds by absorbing heat, even body heat; where brown mold grows, the temperature is below average. Direct sunlight or ultraviolet light kills it.

If a warm-blooded creature comes within five feet of a brown mold, the mold drains heat equal to 4d8 points of damage from its victim, per round. A *ring of warmth* provides complete protection against this attack. Brown mold grows instantly from heat. If a torch is used in its vicinity, it doubles in size; if flaming oil is used, it quadruples, and fireball-type spells cause it to grow eightfold.

Brown mold is not fed by cold light sources (e.g., *light faerie fire*). The only magic that affects it are *disintegrate* (which destroys it), plant-affecting magic, and cold spells. Ice storms or walls of ice cause it to go dormant for 5d6 turns. A *cold wand*, white dragon breath, or a *cone of cold* kills it. Brown mold does not affect cold-using creatures such as white dragons, winter wolves, ice toads, etc.

Russet Mold

Russet mold is golden-brown to rust red in color. It has a lumpy texture similar to cold porridge; it is covered by short, hair-like growths that stand upright and wave as if they were in a cold breeze. It resembles rust at distances beyond 30 feet (70% chance of error). It is immune to weapons and most spells; it is affected

only by alcohol, acid, and salt, which kill it; a *cure disease* or a *continual light* spell also destroys it.

Russet mold continuously emits a cloud of spores in a three-foot radius. All creatures in this cloud suffer 5d4 points of damage (per round in the cloud) and must roll a successful saving throw vs. poison or become infected with spore sickness. Victims of spore sickness are instantly paralyzed and die in 5d4 minutes unless a *cure disease* spell is cast on them.

Anyone who dies from spore sickness undergoes a transformation and begins to sprout russet mold growths; when completely covered in mold (1d4+20 hours), he becomes a *vegepygmy* (Treat as a *juju zombie* whose touch affects victims as russet mold and that cannot be turned by priests). A *hold plant* spell will halt the growth of the mold for the duration of the spell, while a *cure disease* spell destroys it within an hour after death; after that, a *wish* is necessary to destroy it.

Yellow Mold

This mold is pale yellow to golden orange in color. If touched roughly, it may (50% chance) emit a cloud of spores in a ten-foot radius. Any creature caught in this cloud must roll a successful saving throw vs. poison or die. A *cure disease* spell and a *resurrection* spell within 24 hours are necessary to restore life.

Fire of any sort destroys yellow mold. A *continual light* spell renders it dormant for 2d6 turns.

Yellow mold colonies of over 300 square feet are sometimes sentient (1 in 6 chance). These molds sense creatures within 60 feet, and may project their spores that distance. Twice per day, they may use a *suggestion* on someone within that radius; in addition to the saving throw, the victim must successfully roll an Intelligence check or lose 1 point of Intelligence permanently (it is devoured by the mold).

Mongrelman

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Night
DIET:	Omnivore
INTELLIGENCE:	Low to Average (5-10)
TREASURE:	(C)
ALIGNMENT:	Lawful neutral

NO. APPEARING:	1-100
ARMOR CLASS:	5
MOVEMENT:	9
HIT DICE:	1-4
THACO:	1-2 HD: 19 3-4 HD: 17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-4 (1 HD), 1-6 (2 HD), 1-8 (3 HD), 1-10 (4 HD) or by weapon type
SPECIAL ATTACKS:	NI
SPECIAL DEFENSES:	Camouflage, Mimicry
MAGIC RESISTANCE:	NI
SIZE:	M (5' to 7' tall)
MORALE:	Steady (12)
XP VALUE:	1 HD: 35 2 HD: 65 3 HD: 120 4 HD: 175 Leader: 270

Mongrelmen are a mixture of the blood of many species: humans, orcs, gnolls, ogres, dwarves, hobgoblins, elves, bugbears, bullywugs, and many others. Their appearance varies greatly, combining the worst features of their parent stocks. They are usually clad in dirty rags; they are ashamed of their appearance and try keep their bodies concealed, especially among strangers. They have no distinct tongue of their own, but speak a debased common, mixed with grunts, whistles, growls, and gestures. Their names often mimic animal noises.

Combat: Mongrelmen have three special abilities that help them to survive: mimicry, pickpocketing, and camouflage.

Mimicry enables them to imitate the sounds made by any monster or creature they have encountered (except for special attack forms [groaning spirits' death wail, for instance], which they cannot imitate).

Pickpocketing enables them to acquire items that they could not otherwise obtain (they have a 70% chance of success).

Camouflage enables them to hide themselves and their items with great skill. The base chance of being unnoticed is 80%; an lit requires one turn for camouflage to be performed. Each additional turn spent preparing the camouflage increases the chance by 1%, to a maximum of 95% (after 16 turns). Successfully camouflaged persons or items are not noticed unless they are moved or touched, or move themselves, in the case of creatures). Camouflaged buildings are usually unnoticeable or unrecognizable at ranges greater than 50 feet (this varies with size and type of structure).

Mongrelmen normally fight with clubs and swords, but 5% of the members of any group encountered are armed with blowguns and poison or paralyzing darts.



Habitat/Society: For every 10 mongrelmen encountered, there is at least one with 2 Hit Dice; for every 30, there is one with 3 Hit Dice, and for every 40, there is one with 4 Hit Dice. In a community where they are not held as thralls, there are usually a leader (AC 4, Move 12, HD 5, Dmg 1d12, +1 bonus to attack roll) and five bodyguards (HD 4).

Because of their appearance, mongrelmen are seldom welcome in any lawful or good society and are usually enslaved or abused by evil or chaotic groups. Thus mongrelmen are found as either slaves or serfs, working long hours for evil humans or humanoids in a dismal community, or as refugees living in abandoned ruins. Enslaved mongrelmen are not willing to rebel, but wait patiently for their masters to be destroyed by outside forces. They prefer to live an orderly day-to-day existence.

A mongrelman prides itself in the ability to survive; they consider the title "The Survivor" to be more esteemed than "The Great." For them, patience is a greater virtue than being good at the arts of war. A mongrelman performs acts of violence only in self-defense or (in the case of slaves) on the orders of their masters; free mongrelmen do not hesitate to kill anyone they believe threatens their community. They prefer to avoid contact with other creatures except in times of great need, when they try to steal what they require (food, tools, etc.).

Free mongrelmen raise domestic game and grow fruits and vegetables. They have a long tradition of art, music, and literature. Their songs are a bizarre cacophony of animal songs mixed with mournful dirges and wails; a few sages consider them to be beautiful, but most disagree.

Ecology: Mongrelmen are omnivorous, but their teeth are most efficient at eating meat. The life span of a free mongrelman is between 25 and 35 years, the average slave lives only 15 to 20 years. Their infant mortality rate is very high. Their major enemies are tribes of wandering humanoids that hunt them for sport.

Morkoth

CLIMATE/TERRAIN:	Any aquatic
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	(G)
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1
ARMOR CLASS:	3
MOVEMENT:	Sw 18
HIT DICE:	7
THACO:	13
NO. OF ATTACKS:	1
DAMAGE ATTACK:	1-10
SPECIAL ATTACKS:	Hypnosis
SPECIAL DEFENSES:	Spell reflection
MAGIC RESISTANCE:	Nil
SIZE:	M (6' long)
MORALE:	Elite (14)
XP VALUE:	2,000



Of all the creatures that inhabit the deep, only the kraken exceeds the morkoth in malice and cruelty. Also known as the "wraith of the deep", the morkoth lurks in tunnels hoping to lure its victims into a trap from which they cannot escape.

The descriptions given by those who have encountered morkoths contain considerable variation, so no one is certain what they really look like. They are usually said to resemble an intelligent fish with an octopus's beak. They are most frequently described as being between five to six feet long, inky black in color, with faint luminescent silver patches. They may have fins for arms and legs that vaguely resemble those of humans, and a number of fins for navigation and propulsion in the depths. Morkoths have infravision with a 90-foot range. They speak their own language.

Combat: A morkoth attacks by snapping with its squid-like beak, which inflicts 1d10 points of damage. A morkoth lives at the center of six spiraling tunnels, each of which leads to a central chamber. These tunnels are narrow (only one size M creature may enter at a time, and no size L). As a victim passes over a tunnel, he is drawn in by a hypnotic pattern, which leads him toward the central chamber. As the victim is drawn into the central chamber, he approaches the morkoth without realizing it and must roll a successful saving throw vs. spell with a -4 penalty or be charmed. A charmed victim is devoured at the morkoth's leisure. If the morkoth doesn't charm the victim before he comes within 60 feet, the hypnotic effect of the tunnels is broken.

A morkoth is highly resistant to magic. It reflects any spell that is cast at it back to the caster, including spells with an area of effect. If a *dispel magic* is simultaneously cast with a spell, there is a 50% chance the morkoth will be unable to reflect it, though it is entitled to a saving throw vs. the *dispel*.

Habitat/Society: Morkoths are normally solitary creatures. They sometimes make alliances with kraken, offering their help in exchange for an occasional slave. If approached by evil sea humanoids for assistance, morkoths may strike a bargain but often betray their "allies" at the most opportune moment.

Morkoths rarely leave their tunnels. The tunnels are originally natural but are slowly carved over the course of centuries by the

morkoths so that the central chamber grows larger. Morkoths sometimes build their tunnels near hot air vents, so the water in morkoth lairs may be warmer than normal.

Morkoths realize that other intelligent creatures like treasure, so they collect belongings from the creatures they kill to use in bargaining with other creatures. They place no value on gold or gems or even magical items. Morkoths enjoy deception above all else. They do not enslave their victims, if only because their appetites are so fierce that slaves would not survive long.

Ecology: According to the most popular theories, morkoths are a species of fish with human and squid influences. Sages are unsure if this species occurred by chance or design. Morkoths are carnivorous and will eat nearly any sea creature. Their usual diet is deep-water creatures such as sharks, octopi, kuo-toans, and sahuagin. The life spans of male morkoths are about 80 to 100 years, while females die after egg-laying.

Once every ten years, a morkoth leaves its tunnels and wanders the seas searching for a mate, leaving a distinctive odor trail that is easy for morkoths to identify and follow. After mating, the male morkoth returns to its tunnels and the female lays a clutch of about 25 eggs, which she buries in the ocean floor. She then dies. The eggs hatch in two months, and the immature morkoths struggle to survive, instinctively searching for vacant tunnels. Most hatchlings die on this journey.

After six months, a young morkoth is mature enough to survive (it now has 2 hp/HD for 14 hit points). It grows into a full-sized, exceptionally intelligent morkoth adult by its fifth year.

Muckdweller

CLIMATE/TERRAIN:	Temperate or tropical/ Swamp
FREQUENCY:	Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Average
TREASURE:	Q, (J, K, L, M, N)
ALIGNMENT:	Lawful evil

NO. APPEARING:	5-20
ARMOR CLASS:	6
MOVEMENT:	3, Sw 12
HIT DICE:	1/2
THACO:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-2
SPECIAL ATTACKS:	Water jet
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	T (1' high)
MORALE:	Average (10)
XP VALUE:	15



Muckdwellers are a species of small intelligent bipedal amphibians that lurks in swamps, marshes, or still, mud-bottomed waters. They have been known to serve lizard men and kuo-toa.

Muckdwellers are only one foot tall and resemble upright gila monsters with large, partially webbed rear feet. Their forepaws are prehensile, but very small and weak. Their backs are colored a mottled gray and brown, and their underbellies are yellow. They have short tails that are used for swimming and keeping their balance on land. They speak their own hissing language and possibly (50% chance) the lizard man tongue.

Combat: Muckdwellers use ambush techniques. Packs of muckdwellers wait for a victim when one arrives, several squirt water (at up to a ten-yard range) into the victim's eyes, which temporarily blinds it (a successful saving throw vs. wand negates this, but surprised creatures get no saving throw). A blinded victim cannot act in that round, loses all Dexterity bonuses, and all attacks against the victim gain a +2 bonus to the attack roll. Furthermore, if the muckdwellers lure the victim into knee-deep muddy waters, the victim loses all Dexterity bonuses and fights with a -1 penalty to its attack roll, due to unsteady ground. If the water is waist-high, the penalty increases to -2; if the water is chest-high, the penalty is -3. A *ring of free action* or equivalent magic negates these penalties. These disadvantages do not apply to the amphibious muckdwellers. Usually, a muckdweller fights only if it is cornered or if it is certain it can score a easy kill.

Habitat Society: The lair of these creatures is underwater but they always have a muddy above-water area for resting, sunning themselves, and eating. There are 5d4 muckdwellers in each lair. They keep shiny-things (gold, gems etc.) in a hoard in their aboveground lair. If 16 or more monsters are encountered in this lair, they have double the given type Q treasure.

Muckdwellers are an intelligent species, but they have very little culture. They have a very primitive nature worship that emphasizes the supremacy of water over land. They like shiny things because they gleam like the sea. Due to the weakness of their hands, they do not use or produce tools and use their back paws for burrowing and their teeth for cutting. They occasionally build tiny rafts of cut reeds and mud to float on the surface of the water,

and propel themselves quickly with their hind legs (movement 18). They also infrequently build crude shelters of reeds, twigs and mud. These shelters are designed to protect them from predators, not to shelter them, as weather doesn't bother them very much.

Because of the size difference between muckdwellers and lizard men, muckdwellers consider lizard men to be a superior species and occasionally serve them. Muckdwellers believe in the "survival of the fittest" and have no room for love, mercy, or compassion. Scoring the deathbite on a much larger creature gives the individual elite status in the community, while being killed by a bigger creature is a mark of shame, for it demonstrates poor hunting ability.

Ecology: Being omnivorous, muckdwellers eat plants, insects, and aquatic animals, but fresh, warm-blooded meat is their preferred diet.

Muckdwellers are amphibians that spend their larval stage in the water but their adult stage on land. Their average life span is nine to 12 years. It takes three years to grow to full-size. Muckdwellers in temperate climates hibernate during the winter months. Their natural enemies are snakes and certain giant carnivorous fishes. A muckdweller community has a hunting range of about two miles in radius.

Myconid (Fungus Man)

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Rare
ORGANIZATION:	Communal
ACTIVITY CYCLE:	Day
DIET:	Herbivore
INTELLIGENCE:	Average (8-10)
TREASURE:	S (x2)
ALIGNMENT:	Lawful neutral

NO. APPEARING:	1-12, 20-200 in lair
ARMOR CLASS:	10
MOVEMENT:	9
HIT DICE:	1-6
THACO:	1-2 HD: 19 3-4 HD: 17 5-6 HD: 15

NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4 x HD
SPECIAL ATTACKS:	Spore Clouds
SPECIAL DEFENSES:	Poisonous Skin
MAGIC RESISTANCE:	Nil
SIZE:	T-L (2' per HD)
MORALE:	Steady (12) to Elite (13)
XP VALUE:	1 HD: 65 2 HD: 120 3 HD: 175 4 HD: 270 5 HD: 420 6 HD: 650

Myconids, or fungus men, are a race of intelligent fungi that lives in remote reaches of the Underdark. They are cautious creatures that deplore violence, myconids have no desire to conquer anybody and would prefer to be left alone.

Myconids resemble walking toadstools in human form. Their flesh is bloated and spongy and varies in color from purple to gray. Their wide feet have vestigial toes and their pudgy hands have two stubby fingers and a thumb on either side. Myconids Hit Dice determine their social status and abilities. They have no spoken language.

Combat: Fungus men fight by clubbing with their clasped hands, causing 1d4 points of damage per Hit Die. Thus a 1-Hit Die myconid inflicts 1d4 points of damage, a 2-Hit Die myconid causes 2d4 points of damage, etc., up to the 6-Hit Die king that inflicts 6d4 points of damage on a hit.

Myconids also have the ability to spew forth clouds of special spores. The number and kind of spores increase as they grow. As each myconid advances to another size level, it gains the ability to spray another type of spores, and the number of times per day that each spore type can be emitted also increases. A myconid can emit each of its spore types a number of times per day equal to its Hit Dice. For example, a 3-HD myconid (six feet tall) can spray three types of spores, and it may use each type three times per day. These spore types include the following.

Distress: This spore type is used to alert other myconids to danger or a need for aid. The cloud expands at a rate of 40 feet per round, expanding to its maximum of 120 feet in three rounds. This ability is gained at the 1-Hit Die level.

Reproducer: These spores are only emitted at the proper time for growing new myconids so the population can be rigidly controlled. They are also automatically ejected by a dying myconid. This ability is gained at the 2-Hit Die level.

Rapport: These spores are primarily used in the melding process. However, they can be used by the myconids to communicate with other species, since the fungus men do not talk. A small



cloud of spores is aimed at one person, if the being fails to a saving throw vs. poison (it can choose to fail), it can go into telepathic rapport, speaking mind to mind with the myconid as if it were normal speech. The range of this effect is 40 feet. The duration is a number of turns equal to the Hit Dice of the myconid. This ability is gained at the 3-Hit Dice level.

Pacifier: This type of spore cloud may be spewed at a single creature. If the creature fails its saving throw vs. poison, it becomes totally passive, unable to do anything. The affected creature only observes; it is unable to perform any act on even if attacked. The range of this effect is 40 feet. The duration of this effect is a number of rounds equal to the Hit Dice of the myconid. This ability is gained at the 4-Hit Dice level.

Hallucinator: This type of spore is usually used in the melding ritual, but a myconid can project them at an attacker. The spore cloud may be shot at one creature, and if that creature fails its saving throw vs. poison, it suffers violent hallucinations for a number of turns equal to the Hit Dice of the myconid. Hallucinating creatures react as follows (roll 1d20).

D20 Roll	Reaction
1-10	Cower and whimper
11-15	Stare into nothingness
16-18	Flee shrieking in a random direction
19-20	Try to kill the closest creature

The range of this effect is 40 feet. This ability is gained at the 5-Hit Dice level.

Animator: This ability is gained at the 6-Hit Dice level, the level only the king may achieve. The king uses these spores to infect a dead animal or creature. A purple fungus quickly covers the corpse, taking over the dead body systems and putting it to work, animating the corpse to resemble a zombie (AC 10, Move 9, HD 1, hp 4, #AT 2, Dmg bony claws for 1-3/1-3). It is not undead and cannot be turned by priests. It always strikes last in a round. The body continues to rot and the fungus gradually replaces the missing parts, becoming specialized to take over their functions. Eventually, however, the decay proceeds too far, and the body stops functioning, able to rest at last. Animation takes place 1d4 days after infection, and the corpse is animated for 1d4 + 1 weeks before it decays. Animated creatures will follow simple orders

Myconid (Fungus Man)

given by the animator (with rapport spores) to the best of their ability. Orders take priority over self-preservation.

A myconid has a deathly fear of sunlight and will not willingly travel to the surface world. The exact effects of sunlight on a myconid are unknown, but they must be highly detrimental for the fungus men to fear sunlight as they do.

Habitat/Society: Myconid society is based on "circles," extremely tight social groups that are linked by group work and melding sessions. Myconid circles usually consist of 20 members: four of each size from 1-5 Hit Dice (i.e., four 1-HD, four 2-HD, etc.). Each community consists of 1d10 circles.

Each circle's day is rigidly structured: eight hours of rest, followed by eight hours of farming the fungus crops, followed by eight hours of melding. For the myconids, melding is entertainment, worship, and social interaction combined. The fungus men gather in a tight circle and the elder myconid release rapport and hallucinatory spores. The entire group then merges into a collective telepathic hallucination for eight hours. Myconids consider this melding to be the reason for their existence. Only distress spores will bring a circle out of its meld before the eight hours have elapsed.

The myconid king is always the largest member of the colony and is the only member at the 6-Hit Dice level. It is also the only myconid that is not the member of a circle. The other myconids regard separation from the circles with horror and pity the lonely king. The leadership role is thought of as an unpleasant duty, almost a condemnation. However, when the old king dies, the strongest 5-Hit Dice myconid always assumes the role of the new king. The king must remain outside of circles to retain objectivity and to pay close attention to the duties of leadership. The king animates guardians for the colony so the myconids need not commit violence. It coordinates the work schedule and pays attention to affairs outside the colony that could affect the fungus men. The king also practices fungal alchemy, brewing special potions that may be useful in times of trouble.

In general, myconids are a peaceful race, desiring only to work and meld in peace. There are no recorded instances of disharmony or any sort of violence or disagreement between myconids. If forced into combat, they avoid killing if at all possible; violence adversely affects their melding.

Accord has never been reached between fungoid and humanoid. Each views the other as a disgusting threat: humanoids see myconids as ugly monsters. Myconids view humanoids as a violent, insane species out to conquer anything in their path, destroy anything they can't conquer, then go back down the path to make sure there isn't anything they forgot to destroy or conquer. Myconids find it difficult to believe that humanoids are not going to immediately use violence against them, and so they are very reluctant to deal with them. Given population pressures in the underworld in which the myconids live, further conflicts seem inevitable. If the myconids are approached in peace, it is possible that they will communicate, though they will be suspicious.

Myconids live in Underdark regions, which are large cavernous underground areas that range in size from a large cavern complex to an entire secret continent beneath the ground. Myconids try to find isolated spots away from civilized areas. These communities will usually be near water, for they like dampness. Work details sometimes patrol the Underdark, looking for signs of battles and unburied dead, which they bring to the king to animate; these are the only myconids that will be found outside of their

lair. A myconid community is arranged around mounds of moss-covered stones, on which the circle members sit when they meld, and on which they sleep. There will also be a large garden area; the myconids feed on water and small fungi, and the king uses the garden ingredients to make his potions. Dead myconid kings are buried with honor beneath the mounds, while dead myconids are buried near the gardens.

Ecology: Myconids are an unusual species of fungi. They grow fungi, which later decay, and the myconids feed from these soil nutrients.

A myconid has a life span of 24 years. It requires four years to grow to each Hit Die, thus a 1-Hit Die myconid is four years old, a 2-Hit Die myconid is eight years old, etc., to a maximum of 5 Hit Dice at 20 years of age. It requires a special regimen for a myconid to reach 6 Hit Dice (king).

A myconid king has the ability to brew magical potions from fungi. In addition to standard magical potions, a myconid king can brew the following.

Potion of Fungus Growth: This is used in times of population shortage, when myconid circles need their young members to grow quickly. This potion increases a myconid's Hit Dice by 1. It can only be used on a myconid once in its lifetime; repeated doses have no effect.

Potion of Fungus Healing: This potion only works on fungi. It heals 1d6 + 1 lost hit points.

Potion of Decay: This poison affects a humanoid creature as if it were a dead creature infected with purple fungi spores. The victim must roll a successful saving throw vs. poison or die, replaced within 1d4 + 1 days by a fungal intelligence friendly to the myconids, which lasts for 1d4 + 1 weeks before permanently decaying. A *cure disease* spell will prevent the victim's death if cast within three minutes of the infection. The combination of a *cure disease* spell and a *raise dead* spell will bring back victims of the fungus disease after 48 hours. This potion is rarely used by the fungus men.

Powders of Hallucination: This is used when hallucinatory spores are in short supply due to the death of 4- and 5-Hit Die members of the circles. It is also used as a defensive measure when myconids are certain they are going to be attacked; a powder is bundled and placed on a spider-silk film inside the entrance to their circle. Creatures of size M will break the powder free, affecting all creatures in a 20-foot radius as hallucinatory spores.

Potion of Anointment: This is the special regimen that enables a 5-Hit Die fungus to grow to 6 Hit Dice and become king. Growth is immediate and painful. It affects a myconid only once. It is poisonous to humans (successful saving throw vs. poison or die).

There is always one *potion of anointment* in the community. If other potions are indicated, consult the following table.

01-10	Another <i>potion of anointment</i>
11-20	<i>Potion of fungus growth</i>
21-30	<i>Potion of fungus healing</i>
31-40	<i>Powder of hallucination</i>
41-45	<i>Potion of decay</i>
46-00	Roll on standard potion table

Alchemists have found a number of uses for myconid spores, typically in poisons and potions of delusion. Other than their potions, myconids produce little of value to humanoid creatures.

Naga

CLIMATE/TERRAIN:	Guardian Any land	Spirit Subterranean	Water Freshwater
FREQUENCY:	Very rare	Rare	Uncommon
ORGANIZATION:	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Day	Night	Any
DIET:	Omnivore	Carnivore	Omnivore
INTELLIGENCE:	Exceptional(16)	Highly (13)	Very (11)
TREASURE:	X (H)	X (B T)	X (D)
ALIGNMENT:	Lawful good	Chaotic evil	Neutral

NO. APPEARING:	1-2	1-3	1-4
ARMOR CLASS:	3	4	5
MOVEMENT:	15	12	9, Sw 18
HIT DICE:	11-12	9-10	7-8
THACO:	9	11	13
NO. OF ATTACKS:	2	1	1
DAMAGE/ATTACK:	1-6/2-8	1-3	1-4
SPECIAL ATTACKS:	See below	See below	See below
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	H (20' long)	H (15' long)	L (10' long)
MORALE:	Champion (15)	Elite (14)	Steady(11)
XP VALUE:	7,000	5,000	3,000

Possessing high intelligence and magical abilities, naga are snake-like creatures with human heads. They prefer warmer climates and tend not to wander far from their lairs.

The cold-blooded naga have glittering scales and grow to an adult length of 10 to 20 feet. Their lidless eyes are bright and wide, almost luminescent, and their spines are armored with sharp triangular extensions that grow in a line from the napes of their necks to the tips of their tails. Wise and patient, these creatures can stay still for hours but move swiftly when alarmed. They favor resting in a semi-aware state that conserves their energy and makes them very hard to surprise. Occasionally, naga fashion a pouch to carry items under their chins. Both land types have a distinctive smell that pervades their air and nearby areas.

Naga can usually speak four or more languages.

Combat: Naga often set traps to snare trespassers. Magical spells are always attempted first, since naga have few melee skills. Once their magic is expended, naga rely on their poisonous bites—only the largest of these creatures can actually constrict victims like a giant snake.

Habitat/Society: Naga live solitary lives, hunting or foraging over an area usually only a quarter mile square. They favor dwelling in a deep hole, but sometimes are found curled up in ruins or in a darkened room. While the sexes are impossible to tell apart, there is a 10% chance that an encounter includes one or more mates. These matings are temporary, as a pregnant naga quickly leaves the male to hide and abandon her eggs in a secluded spot. Young naga resemble giant snakes until they reach adulthood; then their human-like head emerges after a long and painful molting.

Ecology: While naga do not produce trade goods, their lives span many human generations and they keep a detailed oral history, so they are good sources of information. They are often protectors of treasures or artifacts for centuries. Their hides can be fashioned into *scale mail* +2, and their eyes and teeth have been sold for use in arcane spells.

Guardian Naga

Surrounded with a flowery sweet scent, the guardian naga is marked by green gold scales, silvery spines, and flashing golden eyes. It is so called because its lawful good nature makes it a perfect sentinel over a like-aligned being's treasure or some evil. This naga always warns off trespassers, and often buries those defeated in battle. The guardian naga can spit poison at an individual attacker at up to 30-foot range, and the poison kills all who fail their saving throws vs. poison. In addition to a poisonous bite and constriction, these naga have the ability to use priest spells at 6th-level priests.

Spirit Naga

These black-and-crimson-banded naga have a most human-like head, with stringy hair and deep brown eyes, and they smell of rotting flesh, which happens to be their preferred food! Hiding in deserted ruins or caverns, these evil and cunning spirit naga seek to cause harm to any creature that passes through their domains. They set traps and frequently attack without warning. While they are not big enough to constrict their prey, they have a poisonous bite, a gaze that charms (as a *charm* spell) all those who look into their eyes and fail a saving throw vs. paralyzation, and can use wizard spells at 5th-level ability and priest spells at 4th-level ability.

Water Naga

The beautiful water naga are emerald green to turquoise in reticulated patterns with chocolate brown and pale jade green or dark grey and olive, and their spines have red spikes that raise like hackles when they are angry. Their eyes are pale green to amber. These naga are found in clear, fresh water. Curious but neutral in attitude, water naga seldom attack unless threatened. In addition to their poisonous bite that inflicts 1d4 points of damage, these naga have 5th-level wizard spell abilities. They never know spells that deal with fire.

Nereid

CLIMATE/TERRAIN:	Tropical to temperate/ Water
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Very (12)
TREASURE:	X
ALIGNMENT:	Chaotic
NO. APPEARING:	1-4
ARMOR CLASS:	10
MOVEMENT:	12, Sw 12
HIT DICE:	4
THACO:	15
NO. OF ATTACKS:	Nil
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Spit; control water in lair
SPECIAL DEFENSES:	Kiss; Mesmerize men
MAGIC RESISTANCE:	50%
SIZE:	M (4'-5' tall)
MORALE:	Steady (11)
XP VALUE:	975

Many a male has thrown his life away for the fleeting embrace of the "honeyed ones," the beautiful nereids from the elemental plane of Water. Playful and flighty, and as unpredictable as their watery homes, the nereids tempt and trick sailors to their dooms.

In the water nereids are transparent, 95% undetectable except as golden angel seaweed, but these creatures assume human form on contact with air. Gorgeous and voluptuous, these forms are almost always females, young and slim with long, golden hair, pearly white skin, and sparkling green eyes. Their voices are heavenly and their songs are engaging to humans and demihumans. While they always carry a white shawl, either in their hands or draped over their head and shoulders, they are otherwise lightly clad in white and gold.

If confronted by only female humans or elves, the nereid appears in a male guise, but its powers are not as effective on women and there is a 65% chance that the women distrust the beguiling nereid. All males that look at a nereid find themselves incapable of harming the creature (no saving throw), and it seems to be a shy and flirtatious girl playing by the shore.

Nereid are capricious, but whether they are good, neutral, or evil depends on the individual, with the majority (50%) being chaotic neutral in their actions.

Combat: As creatures of the element water, nereids have few physical attacks should their roles as sirens fail. Nereids can spit a venom up to 20 feet that blinds a target for 2d6 rounds if it hits and it can be washed away with water. A blinded victim suffers a -4 penalty to his attack roll, and both saving throws and Armor Class are worsened by 4 until the effects wear off.

Nereids can control the waters of their lair out to a distance of 30 feet and they often do this to form pleasant watery shapes to amuse and entertain themselves. This power can also be used to defend against invaders by causing the waters to heave in great waves that slow movement to 1/4 normal or by making the water boil and froth, increasing the chance of drowning by 10%. Nereids can cause the waves to crash with a enormous roar so great that characters within 60 feet may be deafened for 3d4 rounds if

precautions are not taken. They can also form the water into the shape of a serpent or fist, and cause it to strike as a 4-Hit Die monster and inflict 1d4 points of damage. Only one of these attacks may be done per round.

Nereids are 85% likely to have a pet that tries to protect its master. To find out the type of pet, roll 1d8 and consult the following table.

D8 Roll	Pet
1	Giant eel
2	Giant otter
3	Giant snake (poisonous)
4	Giant octopus
5	Giant squid
6	Dolphin
7	Giant leech
8	Sting ray

If a nereid is caught by an amorous man, it rolls a saving throw vs. poison, and if successful, it flows away like water. The nereid also gets a saving throw vs. poison to avoid damage from a weapon. Most men or demihumans try to catch a nereid to gain a kiss. While it is loath to give these, in its kisses lie its final defense—once their lips touch, the character must roll a successful saving throw vs. breath weapon, with a -2 penalty, or drown instantly. If he doesn't drown, he finds total ecstasy.

The nereid protects its shawl at all costs, since it contains the nereid's essence and if it is destroyed the nereid will dissolve into formless water. Possession of a nereid's shawl gives a character control over the fearful creature, and it can be commanded to do one's bidding. A nereid will lie and attempt anything short of hostile actions to regain its soul-shawl.

Habitat Society: Nereids can be found in the sea, rivers, wells, mountain and cavern springs, and on the elemental plane of Water. If they are on the Prime Material plane, then they have discovered a means to escape from their plane of existence, or have been deposited in this world as punishment. Usually one nereid is located in a certain body of water, but sometimes a group of 1d4 creatures lives in an area, especially along an ocean front or in shoals around a rocky and deserted island. A group of nereid join together because of like alignment, and control of the group is always held by the eldest.

Fresh, clean waters sustain them, while polluted waters drain their vigor and often cause them to move to a new place. Even good nereids have been known to attack those who wantonly pollute their lairs. While they don't need food, they hunt or fish for their pets, and evil nereids lure men and demihumans close so that their pets may feed. They don't value metals and discard gold and silver, but any magical treasure they gain from a fallen sailor or amorous fool is saved in their watery lair. True to its nature, the nereid has no goals or ambitions, choosing instead to splash and cavort in the waters, to the delight of males everywhere.

Ecology: These creatures take little from the environment and give little in return. Powerful sea captains might wear nereid shawls as scarves, to show their command over the creatures of the sea, the forlorn nereids can be glimpsed following in the wake of their ships, sobbing and begging for the return of their essences. These shawls command handsome sums from those who need the services of a water creature, but they are seldom so d and are very scarce. It is rumored that wizards who hold a shawl use their enslaved nereid as a guide on journeys to the elemental plane of Water.

Obliviax (Memory Moss)

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Rare
ORGANIZATION:	Plant
ACTIVITY CYCLE:	Any
DIET:	Soil and water, memories
INTELLIGENCE:	Average (8)
TREASURE:	Nil
ALIGNMENT:	Neutral evil

NO. APPEARING:	2-12
ARMOR CLASS:	10
MOVEMENT:	Nil
HIT DICE:	1-2 hp
THACO:	20
NO. OF ATTACKS:	Nil
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	Tiny (1/2' square)
MORALE:	Average (9)
XP VALUE:	35

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Obliviax is a black moss with an evil nature and the magical ability to steal memories from intelligent creatures. It is called "memory moss" and is a bane to wizards everywhere.

Pitch colored and thick, like a luxuriant black carpet, obliviax grows in small patches and spreads through spores. Its leaves and flowers are all glossy black. When it lacks stolen memories it quivers, as if in anticipation. It smells like damp, loamy dirt, a very unappetizing odor. Although it requires no sunlight to grow, it does require daylight to trigger spore production and so it does not naturally occur in subterranean realms. It can be inadvertently or purposefully carried into a cavern, where it will grow but is unable to reproduce.

Combat: Memory moss can sense the approach of sentient beings; once they are within 60 feet, the moss can attempt to steal their memories. It is selective, first attempting to steal wizards' memories, then priests', then any other spellcasters', then any other characters'. When an intelligent creature enters the obliviax's sphere of influence and is attacked, it must roll a successful saving throw vs. spell or lose all memories of the last 24 hours, including all memorized spells. The moss tries to steal from one creature per round until it succeeds, then it does not attack again for 24 hours. These stolen memories give the plant vitality and nourishment. Any creature who has lost memories acts baffled and disoriented, often forgetting important events and knowledge, with nothing but a blank in his memories since the previous day.

If an obliviax with stolen memories is attacked, in one round it forms a part of itself into a tiny moss imitation of the creature whose memories it stole. This mossling remains attached to the parent moss and defends the plant by casting any stolen spells. This is the moss's only defense.

To regain stolen memories, a victim must eat the living obliviax, which takes one round. If a saving throw vs. poison is successful, the eater gains all the stolen memories and spells. If the saving throw fails, the eater becomes very ill for 3d6 turns.

Habitat Society: Obliviax grows in tropical to temperate climes, but cannot abide too much water or cold. It does not grow in desert terrain. It is not uncommon to find patches on tree

trunks, fallen logs, or sprouting on rotting leaves. While it does have intelligence, and is aware of other mosses nearby, it does not act in concert with those of its kind, preferring to grab for the best memories possible. Small colonies of this moss are sometimes found in tunnels or caverns, either grown from sprigs of moss tracked in by some unaware creature, or sprouted from spores blown in by the wind.

Ecology: It is possible to gain another's memories by eating the moss. Anyone who gains spells by eating the obliviax can cast them, but the memories fade after 24 hours. Evil creatures sometimes transplant obliviax near their lairs so it acts as a guardian. Obliviax powers cannot penetrate lead, so the moss can be carried to a new location in a lead box. Spies use this lead box trick to snare secrets from unsuspecting victims.

A *potion of forgetfulness* can be distilled from obliviax, and its spores can be distilled into an elixir to restore the memories of the forgetful or senile.

Octopus, Giant

CLIMATE/TERRAIN:	Any salt water
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Nocturnal
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	(R)
ALIGNMENT:	Neutral (evil)

NO. APPEARING:	1-3
ARMOR CLASS:	7
MOVEMENT:	3, Sw 12
HIT DICE:	8
THAC0:	12
NO. OF ATTACKS:	7
DAMAGE ATTACK:	1-4 (x6)/2-12
SPECIAL ATTACKS:	Constrict on
SPECIAL DEFENSES:	Ink, color change
MAGIC RESISTANCE:	Nil
SIZE:	Large (9'-12' across)
MORALE:	Elite (13)
XP VALUE:	1,400

The dreaded "cuttlefish" are the scourge of ocean-going sailors and fishermen. Malicious and cunning, giant octopi have been known to attack ships, sinking smaller craft and stealing crew members from the larger ships.

Giant octopi change their color to blend into their surroundings, and the range of colors and patterns available to them is extensive, from green to deep black, blue speckles and red stripes. Tentacles are often disguised as seaweed. Once camouflaged there is only a 10% chance to detect them, and usually it is their eyes that give them away. Normal coloration is grey to brown and their vicious beaks are a deep yellow with a bright orange mouth and tongue.

Combat: An octopus will readily attack swimmers or small vessels in order to eat the crew. Several have been known to cooperate in order to overwhelm a larger ship, and any craft seized by these monsters loses way and comes to a full stop in three turns.

A giant octopus generally attacks with six of its eight tentacles using two to anchor itself. Each striking tentacle causes 1d4 points of damage, but unless the member is loosened or severed it constricts for 2d4 points of damage every round after striking. If a victim is dragged close enough to the beak, the monster can bite for 2d6 points of damage.

Any victim under eight feet tall or long can be struck by only one tentacle at a time, and the chance that both upper limbs are pinned on a successful strike is 25%, while the chance that both upper limbs are free is also 25%. When both upper limbs are held the victim has no attack, if only one limb is held the victim attacks with a -3 penalty to its attack roll; if both limbs are free (i.e. the tentacle is wrapped around the victim's body) then the victim attacks with a -1 penalty to its attack roll. Tentacles grip with a Strength of 18-20. Any creature with a Strength equal to or greater than 18-20 can grasp the tentacle and negate its constriction. This does not free the victim, and the octopus will immediately seek to drag the victim to its mouth to eat it. To break free, a tentacle must be severed, this requires 8 points of damage. (These hit points are in addition to those the octopus gains from its 8 Hit Dice.)

Once three or more tentacles are severed, it is 90% probable that the octopus will retreat, ejecting a cloud of black ink 40 feet



high by 60 feet wide by 60 feet long. This ink cloud completely obscures the vision of any creature within it. The wounded octopus then camouflages itself in its lair or a nearby hiding place. It takes the monster two to three months to grow back severed tentacles.

Habitat Society: While octopi cooperate to attack a food source, they live a solitary existence, preferring to shelter in warm water of medial to shallow depth. Lairs are made in wrecked ships and undersea caves; any treasure found there is just an incidental leftover from previous meals. Consummate hunters, these monsters have great patience and cover a very small area, waiting for their food to come to them. Mating season comes every spring. Like most marine animals, octopi leave their eggs in a reef to fend for themselves.

Ecology: When prey is scarce, or if it has been wounded, an octopus turns to scavenging, eating everything from small crustaceans to seaweeds. Survival is paramount with this monster. It prefers to hunt at night, and often a man missing during late night watch has been grabbed by a giant octopus, pulled quickly over the side, and eaten.

Giant octopi's leathery hide is tough and waterproof, and it is worked into fine rain ponchos by sailors lucky enough to catch and kill one. Another byproduct of these monsters is their ink—they are most often hunted for this commodity. Giant octopus ink can be used to pen magical scrolls.

Osquip

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Uncommon
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Nocturnal
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	(D)
ALIGNMENT:	Nil

NO. APPEARING:	2-24
ARMOR CLASS:	7
MOVEMENT:	12, Burrow 10
HIT DICE:	3+
THACO:	16
NO. OF ATTACKS:	1
DAMAGE ATTACK:	2-12 bite
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	T (2' high at shoulder)
MORALE:	Unsteady (7)
XP VALUE:	120



Not all monsters are fearsome dragons and giants. The osquip is a multi-legged giant rodent native to dungeon corridors and cellars.

The osquip is the size of a small dog. It is a rodent, distantly related to beavers; it is hairless, with a huge head and large spade-like teeth. Most specimens have six legs, but some (25%) have eight and there a few rare creatures (5%) have ten. The creature's hide is a very light yellow—almost colorless—and resembles very pliable leather. Its brown eyes are very small and set close together, each being heavily protected by surrounding ridges of bone. Its jaws are unusually large, the entire bony structure projecting several inches forward of the flesh. Osquips are of animal intelligence.

Combat: The osquip is ferocious and will attack without fear, sometimes emerging from one of its hidden tunnels to get a surprise attack (-5 penalty to opponents' surprise rolls if it is within its tunnel complex). It attacks with its powerful jaws, which inflict 2d6 points of damage on a successful bite. It has a high Dexterity (its hide is AC 9). If battle goes against it, it tries to flee into its tunnels; if cornered, it uses its teeth to dig an escape tunnel. Its teeth are sharp enough to dig through stone.

Habitat/Society: The creature often has its lair in the midst of a complex of tunnels beneath the basements of buildings or dungeons. The tunnel system is quite extensive and the entrances to it, which are too small to permit the comfortable passage of a human or other man-sized creature, are carefully hidden (the chance of finding them is the same as the chance of finding a secret door).

Osquips have the same mentality as a packrat; they travel in large groups (the largest recorded is 24) and are attracted to bright shiny objects, which constitutes their treasure. It is not easy to domesticate an osquip. Some wizards have successfully done so, using magic. Some subterranean creatures such as jermlaine have also tried with limited success, osquips sometimes (10% chance) can be controlled with judicious bribes of food, but they do not like to let go of their shiny treasures and react angrily if someone tries to take treasure away from them.

Osquips are extremely territorial and attack creatures that in-

vade their tunnels. If they encounter new tunnels while burrowing, they get very aggressive, exploring every nook of the tunnel and attacking whatever they finds, particularly giant rats and jermlaine. They treat larger (human-sized) creatures with caution, but attack them if the intruders get too far into their territory. Sometimes they try to ward invaders away with a warning hiss, but they will attack without warning if they have a good chance to surprise.

Osquips have above-average cunning. They are not afraid of fire but are not very good swimmers (50% of them will drown, while 50% paddle along slowly at a movement rate of 1).

Ecology: Osquips feed on rats, mice, and other small rodents, sometimes even other packs of osquips. Like all rodents, they are mammalian, with three to five osquips produced per litter. They have a life expectancy of nine years. Osquip leather is soft and well-insulated against cold and rainy weather; it is used by tanners and tailors to make purses and coats.

Some osquips have been domesticated by certain wizards with a liking for unusual pets. Some wizards have trained packs of osquips and let them loose at stone fortresses during sieges; this tactic hasn't worked as well as the wizards hoped, chiefly because the tunnels dug by the osquips are almost always too small, and the osquips don't always move in the desired direction. Some wizards use osquip teeth as a component in magic involving digging.

Otyugh

	Otyugh	Neo-otyugh
CLIMATE/TERRAIN:	Subterranean	Subterranean
FREQUENCY:	Uncommon	Rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Low-Average (5-10)	Average-Very (8-12)
TREASURE:	See below	See below
ALIGNMENT:	Neutral	Neutral

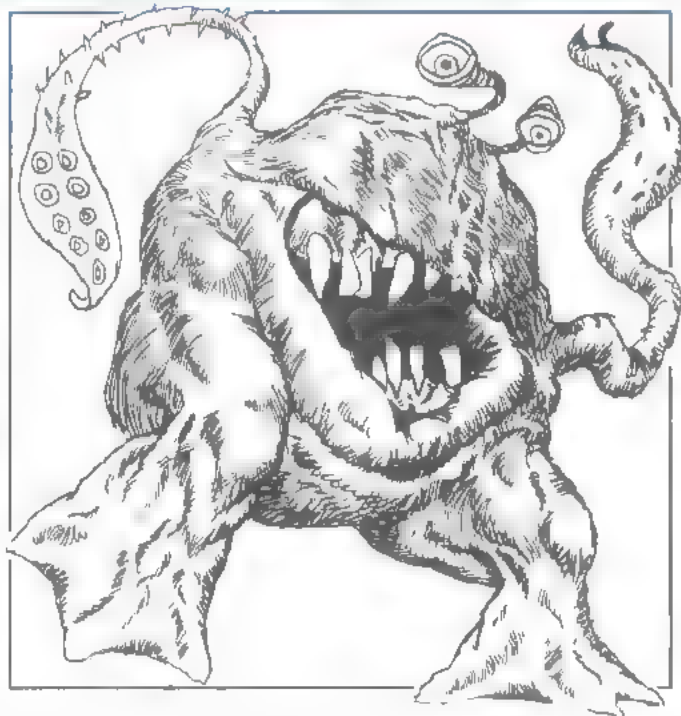
NO. APPEARING:	1 (2)	1
ARMOR CLASS:	3	0
MOVEMENT:	6	6
HIT DICE:	6-8	9-12
THACO:	6 HD: 15 7-8 HD: 13	9-10 HD: 11 11-12 HD: 9
NO. OF ATTACKS:	3	3
DAMAGE ATTACK:	1-8/1-8/2-5	2-12/2-12/1-3
SPECIAL ATTACKS:	Grab, disease	Grab, disease
SPECIAL DEFENSES:	Never surprised	Never surprised
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M-L (6'-7' diam.)	L (8' diam.)
MORALE:	Elite (14)	Fanatic (17)
XP VALUE:	6 HD: 650 7 HD: 975 8 HD: 1,400 9 HD: 2,000 10 HD: 3,000 11 HD: 4,000 12 HD: 5,000	

Otyughs (Aw-tee-ug), also known as the gulguthra, are ternfy ng creatures that lurk in heaps of dung and decay, waiting for something to disturb it. There are two varieties, the regular otyugh, and its larger, more intelligent offshoot, the neo-otyugh. They feed on dung and wastes from other dungeon creatures (gulguthra means "dung eaters") but also enjoy an occasional snack of fresh meat.

Otyughs have huge bloated bodies covered with a rock-like skin that is brownish gray in color, which is in turn covered with dung. They stand on three thick legs that give them slow ground movement but enable them to pivot quickly. They have three eyes on a leaf-like stalk that moves quickly from side to side, enabling them to scan a large area. The eye stalk is also a receiver/transmitter for their telepathic abilities. Otyughs have a huge mouth with very sharp teeth in the center of their mass. They also have two tentacles with leaf-like ridges that they use to smash and grapple their opponents. The tentacles are covered with rough thorn-like projections. Neo otyughs have smaller mouths than otyughs.

Otyughs and neo-otyughs speak their own language, much of which is non-verbal (movements of eye stalk and tentacles, or emission of certain smells), they also have limited telepathy that enable them to communicate with other creatures. Otyughs reek of dung and decay.

Combat: Otyughs lurk under piles of offal with only their eyes exposed. They usually attack if they feel threatened, or if they are hungry and there is fresh meat nearby. They attack with their two ridged tentacles, which either smash an opponent or grapple it. Grappled opponents suffer 2-4 points of damage per round. Otyughs' bite attacks gain a +2 bonus to the attack roll when biting grappled opponents. Otyughs smash grappled opponents to the ground while the more intelligent neo-otyughs use their victims as shields, bettering their Armor Class by 1. Neo-otyughs may



also force attackers to hit the grappled character with a successful attack roll of its own (vs. the grappled character's AC); to do this the neo-otyugh forgoes its squeeze attack. Characters with a Strength of at least 18 can struggle for one round and automatically break free; others must make a successful open doors roll to escape.

Both types of gulguthra are disease ridden, their bite is 90% likely to infect the character with a debilitating (80%) or fatal (20%) disease. Otyughs are immune to these diseases.

Habitat/Society: All gulguthra have limited telepathic ability. An otyugh can communicate with creatures up to 40 feet away, while a neo-otyugh can communicate with creatures as distant as 60 feet. Communication is usually limited to simple feelings and emotions such as hunger, temperature conditions and associated discomforts, its dislike of bright lights, and imminent death for its prey. Gulguthra also have infravision with a 90-foot range.

Otyughs and neo-otyughs live in ruins and dungeons. They make deals with other dungeon denizens, agreeing not to attack them in exchange for their dung and body wastes, which they then devour. To keep the supply of waste coming (and to get fresh meat) they will agree to help defend their home against intruders, which includes many adventurers. Otyughs may be persuaded not to attack creatures in exchange for promises of friendship and food. Neo-otyughs are less trusting (and more vicious), and usually attack intruders on sight. An otyugh's dungeon allies will sometimes ask it to guard treasure for them. Most gulguthra live alone; 10% of the time, during mating season, two gulguthra can found in its lair.

Ecology: Otyughs and neo-otyughs live underground in heaps of offal and refuse. They hate bright sunlight, preferring the comfortable darkness of dungeons. They mate each year for one month, with one offspring produced. It takes the newborn four months to mature (immature gulguthra have 3-5 HD, damage 1-6/1-6/1-2, and a Strength of 16 is required to break free of their grasp). Otyughs are so disgusting that no alchemist or wizard would want to touch their components, so the corpses of the gulguthra have no known use or value.

Piranha

	Normal	Giant
CLIMATE/TERRAIN:	Tropical/Rivers	Tropical/Rivers
FREQUENCY:	Uncommon	Very rare
ORGANIZATION:	Shoal	Shoal
ACTIVITY CYCLE:	Day	Day
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Non- (0)	Non- (0)
TREASURE:	Nil	Nil
ALIGNMENT:	Nil	Nil

NO. APPEARING:	5-50	2-20
ARMOR CLASS:	8	7
MOVEMENT:	Sw 9	Sw 15
HIT DICE:	1/2	2+2
THACO:	20	16
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	1-2	1-6
SPECIAL ATTACKS:	Swarm	Swarm
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	T (8"-10" long)	S (2'-3' long)
MORALE:	Unsteady (6)	Average (10)
XP VALUE:	7	65

With the exception of the shark, there is no more feared fish than the piranha, the terror of tropical rivers. For sheer voraciousness, the piranha has no equals. There are many tales of cattle unfortunate enough to enter piranha-infested waters being stripped to the bone in a few minutes by these creatures. Piranha attack anything, including humans.

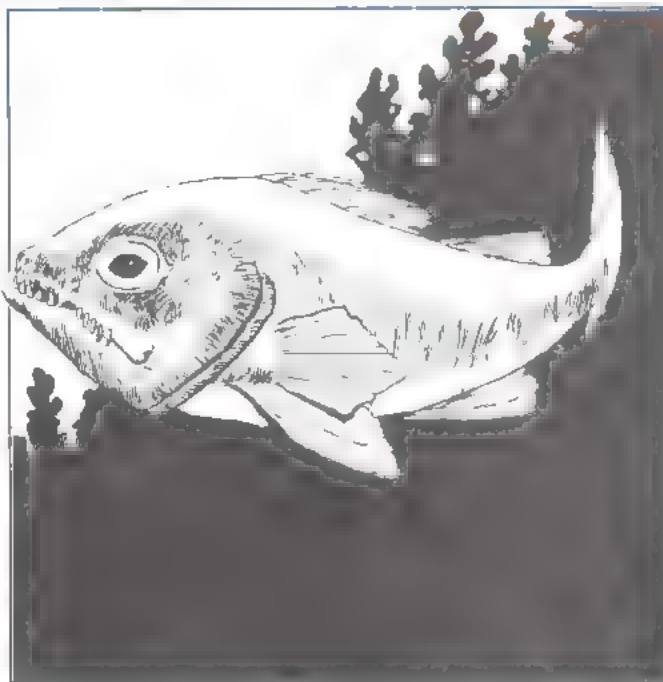
Piranhas are small fish, averaging between eight and ten inches long. The largest normal piranha recorded was measured at two feet. They are either silver or black in color, with a saw-edged belly and large, triangular-shaped teeth that close in a scissor-bite.

Combat: Piranhas attack with their sharp teeth. A single bite, though painful, is not usually fatal. Piranhas travel in groups (known as shoals) of 5-50. There is a 75% chance that at least one of them will attack any creature that swims or wades near the shoal. If they attack and one of them draws blood with a hit, the entire shoal goes berserk and each piranha attacks twice per melee round (double their normal attack rate). Up to 20 piranhas can attack a single man-sized individual simultaneously.

Habitat Society: Piranhas live in tropical environments. They are more abundant in large river systems. They are merciless predators and aggressive even out of water (though, like most fish, they suffocate in a matter of minutes without water). Like sharks, piranhas are attracted to the scent of blood, and blood in the water quickly drives them into a feeding frenzy.

Ecology: Piranhas are meat-eaters; their usual diet is fish, but they will eat any animal that enters their territory. They have no natural enemies. Their cutting teeth, like those of sharks, pull the flesh from their victim as they attack. They are capable of reproduction (which occurs year round) after only a few months of life, and their life span is about four years.

There are no common uses for piranhas, either as trade goods or magical components. Primitive tribes might use piranha teeth as a decoration. Piranhas are occasionally sought after by evil wizards and lords, who use them to populate their moats.



Quippers

Quippers are fresh water piranhas that survive in colder temperate waters. They are identical to normal piranhas in all other respects except for reproduction. Being native to a colder climate they produce offspring only in the spring and summer months. Quippers are sometimes found in dungeon water traps.

Giant Piranha

Giant piranhas have the same coloration as normal piranhas but much longer bodies. They are capable of reaching great speeds in the water. There is a 95% chance that at least one of them attacks any creature that swims or wades near the shoal. If they attack and one of them draws blood with a hit, the entire shoal goes berserk and each piranha attacks twice per round. Up to eight giant piranhas can attack a single man-sized individual at the same time.

Giant piranhas are sometimes called sky eaters: once per round they can charge at full speed and leap out of the water at heights of up to ten feet; they often use this attack on water fowl that fly low over the water, but they sometimes use it against humans.

Giant piranhas are silver in color with dark bands. Compared to normal piranhas, their reproduction rate is low, but their life span is proportionately longer (8-10 years).

Pixie

CLIMATE/TERRAIN:	Temperate/Forests
FREQUENCY:	Very rare
ORGANIZATION:	Community
ACTIVITY CYCLE:	Night
DIET:	Herbivore
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	R, S, T, X
ALIGNMENT:	Neutral

NO. APPEARING:	5-20
ARMOR CLASS:	5
MOVEMENT:	6, Fl 12 (B)
HIT DICE:	1/2
THACO:	20 (16)
NO. OF ATTACKS:	1
DAMAGE ATTACK:	By weapon type
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Invisibility, spells
MAGIC RESISTANCE:	25%
SIZE:	S (2 1/2' tall)
MORALE:	Steady (11)
XP VALUE:	270



Of all of the magical faerie-kin (brownies, sprites, nixies, leprechauns, and pixies), pixies are perhaps the most intelligent and mischievous. These naturally invisible creatures dwell in idyllic woodlands and take a particular delight in harassing travelers with their pranks.

Pixies are elfin creatures, about 2 1/2 feet tall. When visible, their facial features resemble those of elves (with proportionately longer ears). They have two silver moth wings that enable them to fly. Pixies dress in brightly colored clothing and often wear a cap and a pair of shoes with curled and pointed toes. Pixies have their own language, but can also speak the language of sprites and the common tongue.

Combat: Pixies carry tiny swords and bows. Their swords are equivalent to daggers. Their bows have half the range of a short bow. They use three types of arrows, each which has a +4 bonus to the attack roll (THACO 16). The first arrow is their war arrow, which inflicts 1d4 + 1 points of damage. The second type causes sleep in a comatose state for 1d6 hours to any creature that fails its saving throw vs. spell when struck. The third attack does not physically harm the target, but the target must roll a saving throw vs. spell. Failure indicates that the victim has suffered a complete loss of memory which can only be restored by a clerical *heal* spell or a *limited wish*.

Pixies can, once per day, become visible at will, polymorph themselves at will, create illusions with both audial and visual components which last without concentration until magically dispelled, and know alignment. Pixies can, by touch, cause confusion (as the spell) in any creature that fails its saving throw vs. spell. Confusion is permanent unless a *remove curse* spell is applied. Once per day pixies are able to use *dispel magic* (as an 8th-level mage), *dancing lights*, and *ESP*. One pixie in ten can use *Otto's irresistible dance*, also once per day.

Because pixies are normally invisible, opponents attack with a -4 penalty to their attack rolls, unless they are able to detect invisible objects. A successful *dispel magic* against 8th-level magic will force them to become visible for one round, then they automatically become invisible again. They can attack while invisible without penalty.

Habitat/Society: Pixies live in deep forest caves, dancing in moonlit glades to the music of crickets and frogs. They prefer to live away from humans, but close enough to bother them. Pixies are pranksters who especially love to lead travelers astray. They use their illusion powers to accomplish this, hence the expression 'pixie-led' for one who has lost his way. They like to frighten young maidens, rap on walls, blow out candles, and play on water.

Pixies love to trick misers into giving away their treasure, especially by convincing them that something horrible will happen to them if they don't give it away. While pixies don't carry treasure with them, they sometimes have a large hoard in their lair to impress visitors. Pixies sometimes use their treasure to whet greedy people's appetites, and then play merciless pranks on them until they abandon their search for the pixies' fortune (e.g., placing a trail of treasure that leads someone into a trap). If their victim demonstrates that he is not greedy and shows a good sense of humor about their pranks, then the pixies give that individual his pick of one item from their hoard.

Pixies dwell together in a community of clans or families that seem to mimic human customs. Each family has a last name, and family and community loyalty is very important to pixies.

Ecology: Pixies, like all faerie kin, are creatures of magic. Pixies eat fruits and nectar, holding mock feasts and revels as they celebrate. The most famous by-product of pixies is pixie dust, also known as *dust of disappearance*. Pixies have a natural disappearance ability, but by crushing 50 pixie wings into a fine powder, it is possible for larger creatures to simulate this ability (for as long as the dust lasts). Fifty pixie wings are enough for one dose of the powder.

Plant, Carnivorous

	Choke Creeper	Hangman Tree	Mantrap	Strangleweed	Sundew, Giant	Tri-flower Frond
CLIMATE/TERRAIN:	Temperate/Forest	Temperate or Subtropical/Forest	Tropical/Hills, Forest	Subtropical or or Tropical Ocean	Temperate or or Tropical Forest	Tropical/Forest
FREQUENCY:	Rare	Very rare	Very rare	Common	Uncommon	Very Rare
ORGANIZATION:	Solitary	Solitary	Pair	Bed	Solitary	Stand
ACTIVITY CYCLE:	Day	Day	Day	Any	Day	Day
DIET:	Carnivore	Carnivore	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Non- (0)	Low (5-7)	Non (0)	Animal (1)	Semi- (2-4)	Non- (0)
TREASURE:	Nil	Incidental	J-N (x5), Q	J-N, Q, C (magic only)	Nil	Nil
ALIGNMENT:	Nil	Neutral (evil)	Nil	Nil	Neutral	Nil
NO. APPEARING:	1	1	1-2	3-12	1-4	1-10
ARMOR CLASS:	6 (vine)/5 (stalk)	3/5 (appendages)	6	6	7	9
MOVEMENT:	1/2	0 (effective)	Nil	Nil	1	Nil
HIT DICE:	25	6+1 hp year	4-9	2-4	8	2+8
THAC0:	7	7	—	2 HD: 19 3-4 HD: 17	12	16
NO. OF ATTACKS:	8 or more	3	2-5	1	6 per target	See below
DAMAGE ATTACK:	1-4	1-3	See below	See below	1-3	See below
SPECIAL ATTACKS:	Strangulation	See below	See below	Crushing	Suffocating	See below
SPECIAL DEFENSES:	See below	See below	Nil	Nil	See below	Nil
MAGIC RESISTANCE:	Nil	5% per decade	Nil	Nil	Nil	Nil
SIZE:	G (75' + long)	H-G (20' + tall)	L-G (4' per HD)	L (7' to 12' long)	M (3' to 4' high)	M 5' to 8' tall)
MORALE:	Elite (14)	Champion (15)	Steady (12)	Average (9)	Steady (11)	Average (10)
XP VALUE:	18,000	1,400	270-2,000	120-270	2,000	175



Of the many hazards in the wilds, carnivorous plants are among the most frightening. These plants feed on animals, perhaps as nature's revenge on animals for their habit of feeding on plants.

Choke Creeper

The choke creeper, or strangler vine, seems to be a cousin of the hangman tree. It appears as a long, very thick vine with four branches per ten-foot section. The vine is olive green in color, and the plant stem is almost as thick as a tree trunk.

A choke creeper has 1 hp HD for every 20 feet in length it attains. Thus a choke creeper with maximum (200) hit points is 160 feet long and has 64 branches. Vines creep at a rate of five feet per round via the use of flexible tendrils. Vines are attracted to light and heat. Each branch is capable of an attack and has 2 hit points per 20-foot length of the parent vine (thus a 20-foot vine would have branches with 2 hit points, while a 160-foot vine's branches would each have 16 hp). These hit points are in addition to the hit points from the 25 Hit Dice of the parent vine.

A maximum of four branches may attack a single target. They appear to be normal vegetation and can usually grab unsuspecting victims. Victims can attempt to break free by making a bend bars lift gates roll, if the roll fails, they are held fast until the branch that holds them is severed. Held victims suffer 1d4 points of damage per round, with a 10% chance per round that the creeper will use a strangling grip. The victim dies after one round of strangulation.

A choke creeper is not affected by small, torch-sized fires, but a very hot fire (such as a flask of oil) can cause damage and force mobile vines to move away. Cold inflicts 1 point of damage per damage die and immobilizes the plant sections struck for 1d4 + 1 rounds. Electrical attacks double the movement rate of the plant for 1d4 + 1 rounds and cause no damage to the plant.

Hangman Tree

Hangman trees are named for their rope like appendages. Hangman trees are deciduous, resembling a thick oak with few branches and sparse foliage. Sensory organs resemble knot like protuberances and are usually located high on the trunk. The lower trunk has a scar-like place for expulsion of indigestibles. Saplings can move at six feet per hour, while older trees can move at only two feet per hour.

Their shallow root systems and small number of leaves require them to supplement their nutrition by direct ingestion of protein.

Plant, Carnivorous

thus each tree traps its prey. During freezing weather, a taproot is put down and the tree is dormant.

Each hangman tree has a hallucinatory perfume that it can release at will, usually doing so while prey is 30 to 80 feet distant. This causes the recipient to believe that this is an ordinary tree, or a treant, depending on the mood of the hangman tree. Mature (or older) hangman trees can speak haltingly in the common tongue that they have heard over the years.

The tree attacks by dropping its noose-like appendages around prey. Although each tree has $1d4 + 5$ appendages, it can control only three at a time. It takes $1d8 + 12$ points of damage to sever and destroy a vine (this is in addition to the damage necessary to kill the tree). When in contact with a victim, the tree inflicts 1-3 points of damage per round as the vine tightens and lifts its prey (1 000-pound limit) to the upper trunk opening. This requires four rounds. One attempt at a bend bars/lift gates roll can be made to break free; if the roll fails, the victim cannot escape. On the 5th round, the victim is dropped into the acidic secretion contained within the barrel of the hangman tree's trunk. The victim suffers $3d4$ points of acid damage per round until dead, and then digestion takes place. Escape from the tree-stomach is impossible, due to the many sharp growths that surround the top opening and point down and inward. About three man-sized victims can fit within the tree's digestive cavity at one time.

A hangman tree draws power from its environment. It has 5% magic resistance per decade of age, to a maximum of 95% at age 190. However, it is vulnerable to certain elemental attacks. Lightning that successfully passes its magic resistance inflicts double damage to the tree. Extreme cold shocks the tree into dormancy until it thaws out. Darkness also causes it to slow down its activity, although it still functions at half efficiency (three attacks per two rounds).

A hangman tree has no interest in treasure and, as each moves constantly, it is unlikely that any treasure can be found near one, although indigestible items are expelled periodically.

Optional age guide: non-combatant sprout (1 hp/HD, no attacks, 0-4 years); sapling (2-3 hp/HD, 5-20 years); mature tree (4-5 hp/HD, 21-75 years); old tree (6-7 hp/HD, 76-150 years); ancient tree (8-10 hp/HD, 151+ years).

Mantrap

This insidious relative of the much smaller Venus flytrap attracts prey by scent, entrapping and dissolving its victims in acidic secretions. It is a gigantic bush with towering stalks of purple blossoms and huge green leaves at ground level.

During daylight hours the mantrap releases pollen continuously, with the resulting effect that all creatures within 60 feet must roll successful saving throws vs. poison or become attracted to the odor. Those attracted proceed to the body of the plant and voluntarily climb into one of the $1d4 + 1$ leaf traps on the plant. Once entered, a leaf trap closes, firmly entrapping the victim (no chance of escape). The victim cannot be pulled free until the plant is destroyed. Its acidic secretions dissolve the victim quickly, inflicting damage per round equal to the victim's Armor Class (discounting Dexterity bonuses). Regardless of the adjusted Armor Class, the victim sustains at least 1 point of damage per round. Items exposed to the acid must roll saving throws once per round against the effects; all metal items receive a +2 bonus.

The fascination with the mantrap is so strong that once a being is enthralled, it requires 24 hours for the effects of this fragrance to wear off. The fumes from burning the plant counteract the effect. Because of its overwhelming effect, the nectar of mantrap flowers is an ingredient in *philters of love*, though the mantrap is so dangerous that most alchemists would rather use other recipes than risk their lives searching for mantraps.

Strangleweed

Strangleweed is an intelligent kelp found in relatively warm sea water. A bed of this carnivorous plant is indistinguishable from normal seaweed. This plant grows in an oval with $3d4$ fronds which vary in length between seven and 12 feet, sprouting from a patch of $3d4$ square feet.

Any creature within the grasp of one or more fronds is attacked. A hit by the strangleweed indicates that the target has been entwined by the attacking frond. Each frond has $4d4$ Strength points. A victim compares his Strength against the combined Strengths of the fronds that have grabbed him. If the victim is stronger, each point of Strength in his favor gives him a 10% chance to escape. (Example: a victim with 15 Strength is attacked by fronds with a collective Strength of 13. The difference in Strengths is 2 points in the victim's favor, so he has a 20% chance to escape.) Escape can be attempted each round. Strengths of 18/51 through 18/00 round up to 19.

If the fronds are stronger than the victim, then the victim cannot escape on his own, and the fronds crush him for 1 point of damage per point of Strength difference. (Example: a victim with Strength of 12 is being crushed by fronds with a collective Strength of 28. The victim cannot escape, and the difference in Strengths is 16, so the fronds inflict 16 points of damage per round.) Any creature thus entwined attacks with a -2 penalty to its attack roll.

Giant Sundew

Unlike its smaller cousin, this plant is almost sentient. Preferring shaded cool places to grow, the sundew grows only hair-like roots to lightly anchor it in place. It can pull itself slowly on the ground using sticky tendrils. A sundew appears as a three- to four-foot-high mound of grayish green tarry ropes or rags. The air around them is often fly-intested and has a thick odor like sweet syrup.

The sundew detects moving creatures by vibrations. When anything moves within five feet of it, it lashes out with its tendrils. Its body is covered with hundreds of tendrils, and a maximum of six can attack each creature in range in a round. These tendrils end in sticky globs of sap. For every three tendrils that hit a victim, he suffers a cumulative -1 penalty to his attack roll. Thus if a victim has been hit nine times, he has a -3 penalty to his $1d20$ attack roll. The sap has a mild acid enzyme that continues to inflict 1 point of damage per round for each tendril that has successfully grabbed the victim (a successful open doors roll breaks a tendril; check for each tendril attached to the victim).

If a 20 is rolled on the sundew's attack roll, it has struck the victim's mouth and nose, clogging them with sap. Suffocation occurs in 2-4 rounds unless the sap is removed. The sap may be dissolved by soaking it with vinegar or alcohol. Due to the plant's sticky exterior, missiles and fire-based attacks inflict only half damage.

Tri-flower Frond

The deep green stalks of this plant are topped by trumpet-shaped flowers of vivid orange, bright yellow, and intense red (other color combinations are possible).

Each flower has its own function. The orange one shoots $2d4$ pollen-covered tendrils, each three feet long; any creature struck must roll a successful saving throw vs. poison or fall into a coma for $1d4$ hours. The sensitive rootlets of the yellow blossom tell it where to find the slumbering victim; the yellow bloom bends over and shakes down a shower of sticky enzyme that causes $2d4$ points of damage per round until washed off (damage reduced by 1 point per flask of water; complete immersion in water removes the sap). The red blossom extends tendrils into the victim, draining body fluids at a rate of $1d6$ points of damage per round.

Poltergeist

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Rare
ORGANIZATION:	Group
ACTIVITY CYCLE:	Night
DIET:	None
INTELLIGENCE:	Low (3-7)
TREASURE:	Nil
ALIGNMENT:	Lawful evil

NO. APPEARING:	1-8
ARMOR CLASS:	10
MOVEMENT:	6
HIT DICE:	1/2
THACO:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Fear
SPECIAL DEFENSES:	Invisibility, silver or magical weapon to hit
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Average (10)
XP VALUE:	65

Poltergeists are the spirits of restless dead. They are similar to haunts but are more malevolent. They hate living things and torment them constantly, by breaking furniture, throwing heavy objects, and making haunting noises. They are often, but not always, attached to a particular area.

Poltergeists are always invisible. Those who can see invisible objects describe them as humans whose features have been twisted at the sight of horrors. They wear rags and are covered with chains and other heavy objects that represent a multitude of evil deeds that these creatures have committed against themselves as well as others.

Combat: A poltergeist attacks by throwing a heavy object—any nearby object that a strong human can throw will suffice. It has the same chance to hit as a 5-HD monster (hence its adjusted THACO in the statistics given above). If the victim is struck, he suffers no damage (treat the use of deadly weapons such as knives and swords as terrifying near misses), but he must roll a successful saving throw vs. spell or flee in terror in a random direction (choose available exits away from the poltergeist and determine randomly) for 2d12 rounds before recovering. There is a 50% chance that the victim drops whatever he was holding (he drops it at the start of his flight). Once a person rolls a successful saving throw, he is immune to further fear attempts by the poltergeist in that area.

Those who try to hit a poltergeist but cannot detect invisible objects suffer a -4 penalty to their attack roll. A poltergeist is harmed only by silver or magical weapons. Sprinkled holy water or a strongly presented holy symbol drives back a poltergeist but cannot harm it. Poltergeists that are bonded to the area of their death are hard to dispel; these are treated as if they were ghouls on the Turning Undead table. Wandering poltergeists may be turned or destroyed by a priest as if they were skeletons.

Habitat Society: Some say that poltergeists are the spirits of those who committed heinous crimes that went unpunished in life. Whatever their origins, poltergeists are malevolent spirits whose activities can be anything from annoying to deadly. Their purpose in existence is to haunt and disrupt the lives of those who still live.



Poltergeists often haunt families and partnerships. In the latter case, they haunt their place of business, striking almost as much terror in death as they did in life.

A poltergeist is often strongly bonded to a particular place, the place where its corporeal existence ended. Bonded poltergeists almost never wander more than 100 feet from this place. A few are wandering spirits, doomed never to find their way home. Bonded spirits are stronger than wandering spirits (wanderers never have more than 3 hit points).

Places where poltergeists are particularly strong have been known to have *phantom shifts*. These extremely rare and terrifying illusions take the character encountering the poltergeist back in time, to the time when the poltergeist was still alive. They often reveal why the being was transformed into a poltergeist. Characters in a *phantom shift* may interact freely with the illusion, but any attempt to harm the illusion shatters it and returns the characters to the present time; likewise, any attempt on the part of the illusion to attack the characters also shatters the illusion without any harm being done. The illusion may continue at different times, or may repeat itself endlessly. No one can predict exactly when a place will experience a *phantom shift*, but they seem to occur on the anniversary of the poltergeist's death.

Ecology: These spirits, which are terrifying and pitiable at the same time, do not consume food and do not collect treasure. Poltergeists dissolve when slain or laid to rest.

Porcupine

	Black	Brown	Giant
CLIMATE/TERRAIN:	Temperate/Forest	Temperate/Forest	Temperate/Forest
FREQUENCY:	Common	Common	Uncommon
ORGANIZATION:	Family	Family	Family
ACTIVITY CYCLE:	Night	Night	Night
DIET:	Herbivore	Herbivore	Herbivore
INTELLIGENCE:	Animal (1)	Animal (1)	Animal (1)
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Nil	Nil	Nil
NO. APPEARING:	1-2	1-2	1-2
ARMOR CLASS:	6	6	5
MOVEMENT:	9, Cl 2	9, Cl 2	6
HIT DICE:	1/2	1/2	6
THACO:	20	20	13
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	1-3	1-4	2-8
SPECIAL ATTACKS:	Nil	Nil	Shoot quills
SPECIAL DEFENSES:	Quills	Quills	Quills
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	S (2 1/2'-3' long)	S (2' long)	L (7' long)
MORALE:	Unreliable (2)	Unreliable (2)	Unsteady (6)
XP VALUE:	15	15	650



Porcupines are large rodents native to temperate forested areas. There are many species of porcupines that differ only in minor details. Porcupines are timid, panic-prone creatures with one very nasty defense mechanism—stiff, sharp hairs known as quills.

There are two distinct families of porcupine: black and brown. Brown porcupines are the smaller of the two—about two feet long, but with quills that grow up to one foot long. The black porcupine is between 2 1/2 and three feet long with a thick muscular tail, but has shorter quills (three inches long). Porcupines weigh between 35 and 50 pounds.

Combat: Contrary to some popular legends, a common (black or brown) porcupine doesn't throw its quills, but it can readily detach them when they strike an enemy. These herbivores do not

attack unless they feel threatened, and even then only when they cannot safely run away. Porcupines smash an attacker with their tails, dislodging quills. Black porcupines inflict 1-3 points of damage with their barbed quills, while the longer quills of the brown porcupines cause 1d4 points of damage. Creatures that try to touch a porcupine automatically suffer damage from their quills. Because of their overlapping barbs, porcupine quills are extremely difficult to remove, and cause painful swelling.

Habitat/Society: Porcupines live in heavily wooded areas. They are excellent tree climbers. They are not anti-social creatures, but seem to prefer a mate and young for their only company.

Ecology: Porcupines feed on the bark and leaves of trees; their appetite has sometimes killed the trees on which they feed. They also feed on fruits and are especially fond of salt. Few creatures attack the porcupine. There are no known potions or spells that use porcupine components.

Giant Porcupine

Giant porcupines are larger versions of the common woodland porcupines. They are identical in appearance to their smaller cousins, the brown porcupines, except that the white streaks of their quills are more obvious. They inhabit wooded areas. They are stupid and nonaggressive, but can defend themselves.

A giant porcupine can bite for 2d4 points of damage, but uses this attack in only the most desperate defense (if it is brought down to less than half its hit points). Its main defense is its ability to shoot 1d8 quills from its tail, each of which inflicts 1d4 points of damage. This attack has a range of 30 feet. As its quills are up to three feet long, any attacker that comes within six feet of the giant porcupine receives 1d4 quills from the porcupine's defensive movements. There are over 80 quills in its tail and over 300 in its body.

The giant porcupine views any approach within 30 feet as a threat. If a creature approaches it at that distance, it crouches in a defensive posture and issues a warning hiss, giving the creature one round to leave before it attacks. As with normal porcupines there are no known uses for giant porcupine components.

Roc

CLIMATE/TERRAIN:	Subtropical/Mountains
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Animal (1)
TREASURE:	C
ALIGNMENT:	Nil

NO. APPEARING:	1-2
ARMOR CLASS:	4
MOVEMENT:	3, Fl 30
HIT DICE:	18
THAC0:	5
NO. OF ATTACKS:	2 or 1
DAMAGE/ATTACK:	3-18/3-18 or 4-24
SPECIAL ATTACKS:	Surprise
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	G (60' long + wingspan)
MORALE:	Steady (11)
XP VALUE:	9,000

Looking almost too big to be real, rocs are huge birds of prey that dwell in warm mountainous regions and are known for carrying off large animals (cattle, horses, elephants) for food.

Rocs resemble large eagles, with either dark brown plumage or all golden feathers from head to tail. In a few rare instances, rocs of all red, black or white are sighted, but such sightings are often considered bad omens. These giant birds are 60 feet long from beak to tail feathers, with wingspans as wide as 120 feet.

Combat: The roc swoops down upon prey, seizes it in powerful talons, and carries it off to the roc's lair to be devoured at leisure. The resulting damage is 3d6 per claw. Most of the time (95%), a roc carries off its prey only if both claws hit. If the prey was hit by only one claw, the roc usually lets go, then turns around and attempts another grab. Once the prey has been secured, the roc flies back to its nest. If the creature resists, the roc strikes with its beak, inflicting 4d6 points of damage per hit.

Should a human, humanoid, or demihuman be captured, there is a 65% chance that the victim's arms are both pinned to his sides, making impossible melee weapon attacks or spellcasting that requires hand gestures. A roc will let go of its prey if it suffers damage equal to a quarter of its hit points. A roc can pick up two targets simultaneously if they are within 10 feet of each other.

A roc usually cruises at a height of about 300 feet, seeking out likely prey with its sharp eyes. When a good target is found, it swoops down silently. The stealth of this first attack imposes a -5 penalty to its opponents' surprise rolls.

Habitat/Society: Roc lairs are vast nests made of trees, branches, and the like. They inhabit the highest mountains in warm regions. Rocs are not given to nesting close to each other, with a nest rarely being located within 20 miles of another nest. There is a 15% chance of finding 1d4 + 1 eggs in a roc nest. These eggs sell for 2d6 x 100 gp to merchants specializing in exotic items. As may be expected, rocs fight to the death to protect these nests and their contents, gaining a +1 bonus to their attack roll.

The treasure of a roc is usually strewn about and below the nest, for the creature does not value such. It is the residue from its victims. If the roc has been seizing pack horses and mules, some of that treasure may be merchant's wares such as spices, rugs, tap-



estries, perfume, rich clothing, or jewels.

The roc ranges for food three times a day, about an hour after sunrise, at noon, and an hour before sunset. If there are young in the nest, a fourth feeding, approximately two hours after noon, is added to keep the young strong and well-fed.

Ecology: Rocs are occasionally tamed and used by cloud or storm giants. Good aligned giants do not allow their rocs to attack civilized areas and the animals therein.

As mentioned before, rocs do not nest too closely together, since such a high concentration of these hungry predators would deprive entire regions of its animal population. Rocs serve to keep down the number of large predators, as they are fond of ankheg, purple worms, and harpies. Thanks to the rocs' prodigious appetites, these creatures are not swarming about with impunity.

It is said that roc feathers can be used in the manufacture of *Quaai's feather tokens*, as well as *wings* and *brooms of flying*.

One race that has little love for rocs is dwarves. Dwarven mines located in remote mountains often have to contend with unruly rocs intent on protecting their territory. Attempts by the dwarves to tame rocs have all met with failure, so the accepted manner of dealing with rocs is to kill them and smash their eggs. Adventurers who happen on a community of mountain dwarves may find employment as roc hunters. Such groups would do well not to allow any druids to find this out.

Roper

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	See below
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1-3
ARMOR CLASS:	3
MOVEMENT:	3
HIT DICE:	10-12
THACO:	10 HD-11
	1, -12 HD-9
NO. OF ATTACKS:	1 strand + 1 bite
DAMAGE ATTACK:	Special/5-20
SPECIAL ATTACKS:	Strength drain
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	80%
SIZE:	L (9' long)
MORALE:	Champion (15)
XP VALUE:	7,000

Ropers are subterranean creatures with the capacity of camouflage coupled with high intelligence. These aggressive carnivores are terrifying to behold and very magic resistant.

Their hides are yellowish gray and rough. Combined with their pillar-like shape, this makes them resemble stalagmites when upright and boulders when lying down. Heat does not conduct well through a roper's hide, so invisibility is useless in trying to spot these creatures. They are nine feet long and have a base of about three feet wide. Halfway up the roper's body are six sticky rope-like strands of great strength that it can shoot 1d4 + 1 x 10 feet away, at the rate of one per round. These strands blend in with the rest of the roper's body. The roper has a single yellow eye, plus a maw ringed with sharp teeth.

Combat: Ropers attack by shooting their strands and drawing in snared victims to be bitten. Each time a strand from a living roper successfully hits, the victim must roll a successful saving throw vs. poison or lose 50% of its Strength (round fractions down) within 1-3 rounds. If a victim cannot break free from a strand, then he is pulled ten feet closer to the roper's maw each round until he breaks free or is bitten. A strand can be broken by yanking it off (equal to the character's chance to open doors) or by cutting it with a single blow from an edged weapon for 6 points of damage. The strands share the roper's AC of 0. The Strength loss lasts for 2d4 turns.

When a roper draws a victim into its maw, it then bites, automatically hitting for 5d4 points of damage.

Ropers are unaffected by lightning and suffer half damage from cold-based attacks, but fire-based attacks are saved against with a -4 penalty.

Habitat/Society: Scholars with nothing better to do have debated exactly what to call a group of ropers. Thus far, "cluster" seems to be the favored term. Ropers dwell in subterranean caverns and can stand upright to resemble a stalagmite or lie down on the ground to imitate a boulder. Some can even flatten themselves looking much like a lump on a cavern floor. They have limited chameleon abilities that enable them to blend so well into a cave that it is hard to tell where the roper begins and the cave floor ends.



Ropers are not social creatures, rarely cooperating with each other. They reproduce asexually with a roper merely shedding some of its matter, much like planting a seed. Drawing mineral nutrients from the underground cavern (and perhaps even siphoning magical energies from deep within the earth), the roper grows to maturity very quickly, in a matter of 2d4 weeks.

Though they have massive cilia-like appendages on their undersides, ropers seldom range outside their caverns. These cilia enable them to cling to walls and ceilings. Though ropers eat anything, they favor human and demihuman. Gnomes and dwarves, the races that do extensive mining, harbor an especially strong dread for these things.

Sometimes, when the pickings in a particular network of caves have grown slim, a roper will migrate to another feeding ground, taking the treasure of its past victims. The migration is accomplished via underground tunnels whenever possible. When not possible, ropers travel in a pack in the dead of night, giving rise to some legends of walking stones.

Ropers have a gizzard-like organ that often holds treasure, usually undigested baubles. Platinum seems to be immune to the roper's digestive juices, thus 3d6 platinum coins can often be found, plus a 35% chance of 5d4 gems.

Ecology: Ropers seem to serve no good purpose, though some alchemists prize the glue from the strands or the digestive juices for their acidic ability. The latter should be contained in a platinum vial.

Rot Grub

CLIMATE/TERRAIN:	Any land
FREQUENCY	Uncommon
ORGANIZATION:	Swarm
ACTIVITY CYCLE:	Any
DIET:	Scavenger
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Nil

NO. APPEARING:	5-20
ARMOR CLASS:	0
MOVEMENT:	1
HIT DICE:	1 hp
THACO:	Nil
NO. OF ATTACKS:	0
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	T (1" long)
MORALE:	Unsteady (5)
XP VALUE:	15



Rot grubs are disgusting little creatures that resemble maggots. They would be considered inconsequential if not for their horrifying attack form.

Rot grubs' color ranges from maggot white to dung brown. They are differentiated from maggots by the two tiny antennae nubs on their heads. Their size ranges from 1/2 inch to two inches long, with some unusual specimens getting as long as three inches. Most of the time (75%), rot grubs are mistaken for regular worms or maggots.

Combat: These small creatures will viciously burrow into any living flesh that touches them, for they greatly enjoy such fare to dine upon. The attack is automatically successful—no attack roll is necessary provided they have been touched by bare skin. If there is any question of whether or not bare skin has been exposed to a rot grub, multiply the would-be victim's Armor Class by 10, not counting shields. This is the chance, rolled on percentile dice, that the rot grubs are touching bare skin.

The victim must immediately apply flame to the wound (1d6 points of damage per application) or have a *cure disease* spell cast upon him. Flame kills 2d10 grubs per application, while a *cure disease* kills all of them. Unless these measures are taken, the rot grubs burrow to their host's heart and kill him in 1-3 turns.

The most insidious aspect of the rot grubs is the anesthetic secretions that they use on their victims. Often this dulls the burrowed area, making the victim completely unaware that he has been invaded. Victims should roll Wisdom checks on 1d20 in order to realize that something is gravely wrong. This roll can be made every round, but time is of the essence! Within 1d6 rounds, the rot grubs are deep enough that they cannot be affected by the flames.

Habitat/Society: Rot grub swarms are occasionally found in heaps of offal or dung. They are seldom found in ceilings, floors, or walls but it is possible. Sometimes, undead such as ghouls, ghosts, zombies, or wights carry rot grubs, though the little beasts have no effect on these undead hosts. In jungle and swamp areas, rot grubs can be found in heaps of rotting plants. Anyone who is so foolish as to walk barefoot in such areas gets what he deserves!

Once the host is dead, rot grubs use the corpse as a nesting place for their eggs. These creatures lack both treasure and the intellect to collect treasure. Still, on a rare (1%) chance, rot grubs are encountered while still inside a recently killed victim. In such rare cases, the chance of treasure is handled under treasure types I, K, L, and M.

As mentioned earlier, rot grubs are fond of living flesh, though they have been known to eat dead flesh, plants, and other things best left not mentioned. Still, if they have a choice, they will always choose living tissue.

Ecology: Rot grubs are often sought by assassins. Placing one or two of these on a sleeping victim usually ensures a quick, quiet death. Furthermore, unless a physician knows what to look for, the cause of death cannot be determined.

Giant ants, centipedes, spiders include rot grubs in their diet. What is worse, however, is that certain subterranean races such as illithids, kuo-toa, trolls, and troglodytes savor rot grubs as delicacies, eating them much the same as one would eat meal worms.

Alchemists have tried to devise a means of extracting the juices from rot grubs in hopes of coming up with a workable anesthetic. Thus far all attempts have been unsuccessful. There are rumors that rot grubs are used as material components in certain harm-causing spells, usually the reverse versions of healing and restorative spells.

Rust Monster

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Metalvore
INTELLIGENCE:	Animal (1)
TREASURE:	Q
ALIGNMENT:	Nil

NO. APPEARING:	1-2
ARMOR CLASS:	2
MOVEMENT:	18
HIT DICE:	5
THACO:	15
NO. OF ATTACKS:	2
DAMAGE ATTACK:	Nil
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (5' long)
MORALE:	Average (9)
XP VALUE:	270

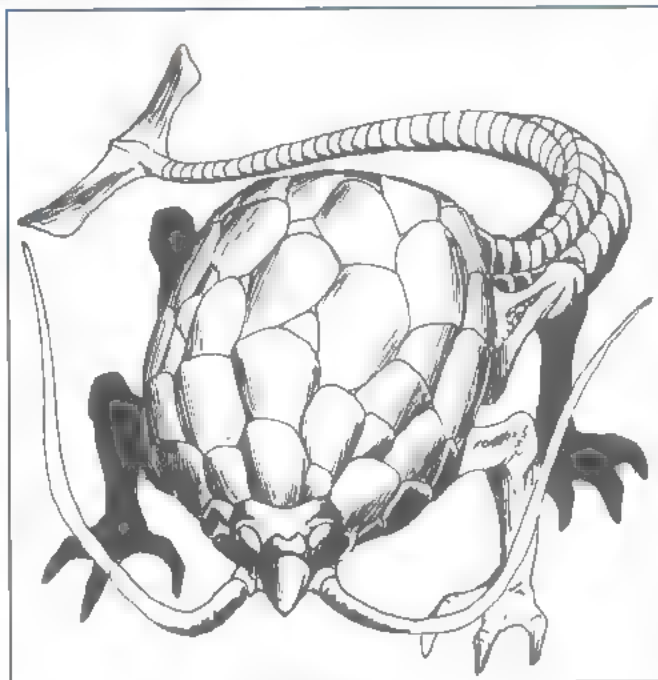
Rust monsters are subterranean creatures with an appetite for all sorts of metals. These unique creatures, though generally inoffensive, are the bane of fighters everywhere.

The average rust monster measures five feet long and three feet high at the shoulder. It has a strange tail that appears armor plated and ends in an odd-looking bony projection that resembles a double-ended paddle. Two prehensile antennae are located under the thing's two eyes. The hide of the rust monster is rough, covered with lumpy projections. Coloration varies from a yellowish tan underside and legs to a rust red upper back. Rust monsters smell like wet, oxidized metal.

Combat: Rust monsters are placid by nature, but when they get within scent range of metal they become excited and immediately dash toward the source. Rust monsters can smell metal up to 90 feet away. If the rust monster's antennae touch metal (determined by a successful attack roll), the metal rusts. Magical items have a chance of being unaffected equal to 10% for each plus (a +2 weapon or armor has a 20% chance of not being affected). Any affected metal rusts or corrodes and immediately falls to pieces that are easily eaten and digested by the creature. Metal weapons striking a rust monster are affected just as if the creature's antennae had touched them. Should a nonweapon metallic magical item happen to make contact with a rust monster, treat it as a +2 magical weapon for purposes of determining whether or not it breaks up.

Rust monsters, being none too bright, stop pursuing a fleeing party for one round to devour metallic items, such as a handful of iron spikes, a mace or a hammer, if the party throws them behind. Rust monsters go after ferrous metals such as iron, steel, and magical steel alloys, such as mithril and adamantite. They choose such metals over valuable metals such as copper, gold, silver, or platinum. In fact, they would continue to pursue a party that just dropped a fistful of copper coins, for example, in hopes of getting the much-preferred ferrous metal of armor and weapons.

Sometimes (30% chance) a rust monster will even pause for one round during combat in order to eat. Rust monsters are not known for being tacticians, just ravenously hungry metal-eaters. Feeding time always takes one round regardless of the size of the metal meal.



Habitat/Society: Rust monsters dwell only in dark, subterranean places such as caverns and underground structures. They are not disposed to groups, often a lair comprises one or two rust monsters, with a 5% chance of encountering a single offspring, which acts as a half-strength rust monster with a full-strength appetite. These creatures have been known to range the length and breadth of an underground complex, searching for supplies of metal. Though it will eat raw ore, a rust monster always prefers the refined, forged metal (just as a human would prefer fresh, filtered water over swamp water).

The creature's relatively inoffensive nature makes it an unlikely target. There have been many accounts of mages approaching a rust monster and the only reaction from the beast was a cursory sniff, then a leisurely departure. Dwarves and gnomes, known for metalworking and mining, have no sympathy for rust monsters, and will do anything to get rid of them.

The only treasure to be found in a rust monster lair is gems, usually the sort used for decoration on armor or sword pommels. Rust monsters have no grand designs, only the wish to keep well-fed.

Ecology: Rust monsters help in removing metallic junk and clutter from underground fastnesses. In fact, it is not unusual to find a rust monster and a carrion crawler working in a symbiotic relationship, with the latter eating the organic litter and the former consuming the metal castoffs.

Sahuagin

CLIMATE/TERRAIN:	Temperate/Salt water
FREQUENCY:	Uncommon
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	High (13-14)
TREASURE:	N (I, O, P, Q (x10), X, Y)
ALIGNMENT:	Lawful evil

NO. APPEARING:	20-80
ARMOR CLASS:	5
MOVEMENT:	12, Sw 24
HIT DICE:	2+2
THAC0:	16
NO. OF ATTACKS:	1 or see below
DAMAGE ATTACK:	1-2/1-2/1-4/1-4/1-4 or weapon type

SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6'), some L (9')
MORALE:	Steady (12)
XP VALUE:	175
	Lieutenant: 270
	Chieftain: 420
	Priestess: 650
	Baron: 975
	Prince: 2,000

Sahuagin are a vicious, predatory race of fish-men that live in warm coastal waters. They are highly organized and greatly enjoy raiding shore communities for food and sport.

Typical sahuagins are blackish green on their backs, shading to green on their bellies, with black fins. Their great, staring eyes are deep, shining black. They have scaly skin, with webbed fingers and toes, and their mouths are filled with sharp fangs. About one in 216 sahuagin is a mutation with four usable arms. These specimens are usually black shading to gray. Females are indistinguishable from males, except that they are slightly smaller. Hatchlings are a light green color, but they darken and attain full growth approximately one to two months after hatching.

Sahuagin speak their own tongue.

Combat: Though they wear no armor, their scales are tough and equal to AC 5. Sahuagin wear a harness to carry their personal gear and weapons. A group of these creatures is typically armed as follows:

Spear & dagger	30%
Trident, net & dagger	50%
Heavy crossbow & dagger	20%

Spears are used only as thrusting weapons. Nets are set with dozens of hooks that make escape from one virtually impossible for unarmored victims or creatures not able to grasp and tear with a Strength of 16 or greater. Nets are replaced by three javelins when the band forays onto land. The crossbows fire a maximum of 30 feet underwater and normal ranges on the surface. Tridents have three uses—to spear small prey, to pin prey trapped in nets, and to hold threatening opponents at bay.

Sahuagin are well-equipped to attack even without weapons, for their webbed hands each end in long, sharp claws that can inflict 1-2 points of damage per attack. Their powerful rear legs are likewise taloned, and if they kick an opponent with them, they inflict 1d4 points of damage with each hit from either foot. The sharp teeth of the sahuagin cause 1d4 points of damage if a bite is scored on a victim. Thus, it is possible for an unarmed sahuagin



to attack three or five times in a melee round causing 1-2/1-2/1-4 and an extra 1-4/1-4 if the legs can rake.

The eyes and ears of these monsters are particularly keen. They can see for 300 feet underwater at depths of up to 100 feet. For each 100 feet of greater depth, their vision is reduced by ten feet (e.g., when 500 feet deep they can see 260 feet; when 1,000 feet deep they can see 210 feet). Their ears are so sharp as to be able to detect the clinking of metal at one mile, or a boat oar splashing at twice that distance.

A band of sahuagin is always led by a chieftain. He has one lieutenant for every ten members of the group. The chieftain has 4+4 Hit Dice, and his lieutenants have 3+3 Hit Dice. All are in addition to the normal sahuagin in the group.

When raiding villages, sahuagin attack en masse, with leaders in the second rank. As long as there is no truly spirited resistance, they continue in their plunder and violence.

Underwater, in their natural element, the sahuagin are far more confident. Using the three-dimensional aspect of underwater fighting, they sometimes dive down on a group of underwater explorers, coming in from behind, and swooping down and past them, dropping nets on their intended victims.

When sahuagin attack ships, they swarm up from all sides and try to overwhelm with numbers. They often grab their opponents and hurl them into the sea, where at least a fourth of the raiding party lurks, waiting for such an action or as reinforcements. Some leaders carry a conch shell, which when sounded gives the signal for the group of sahuagin in reserve to enter the fray.

Sahuagin have an almost paralyzing fear of spellcasters. They direct their strongest attacks toward anyone who uses spells or spell-like powers, such as the functions of some magical items. Their saving throws vs. fire-based spells suffer a -2 penalty, and they receive an additional point of damage per die of damage from such attacks.

Habitat Society: The sahuagin are sometimes referred to as "sea devils" or "devil men of the deep." They dwell in warm salt waters at depths of 100 to 1,500 feet. Sahuagin are predatory in the extreme, and they pose a threat to all living things because they kill for sport and pleasure as well as for food. They abhor fresh water. They dislike light, and bright light such as that created by a con-

Sahuagin

tinual light spell is harmful to their eyes.

The social structure of the sahuagin is based upon rule by a king who holds court in a vast city deep beneath the waves. This overlord's domain is divided into nine provinces, each ruled by a prince. Each prince has 2d10+10 nobles underneath him. Each noble controls the small groups of sahuagin dwelling in his fief. The sahuagin worship a great devil-shark. Sahuagin priests above 5th level are very rare.

The king is supposed to dwell in a city somewhere at the greatest depth that a sahuagin can exist. This place is supposedly built in an undersea canyon, with palaces and dwellings built along either face. There, fully 5,000 of these monsters live, not counting the king's retinue of queens, concubines, nobles, guards, etc., said to number 1,000 or more. The sahuagin king is reported to be of enormous size (10 Hit Dice +10 hit points), and of greatest evil. The king is always accompanied by nine noble guards (9+9 Hit Dice) and the evil high priestess of all sahuagin (9+9 Hit Dice) with its retinue of nine underpriestesses (7th-level clerics).

If sahuagin are encountered in their lair, there are the following additional sahuagin:

- 1 baron (6+6 Hit Dice)
- Nine guards (3+3 Hit Dice)
- 3d4 x 10 females (2 Hit Dice)
- 1d4 x 10 hatchlings (1 Hit Die)
- 2d4 x 10 eggs

Also, there is a 10% chance per 10 male sahuagin that there are an evil priestess and 1d4 assistant priestesses, for the religious life of these creatures is dominated by the females. If a priestess is with the group in the lair, it is of 1d4+1 level ability, and the lesser clerics are 3rd or 4th level.

There are always 2d4 sharks in a sahuagin lair. Sahuagin are able to make these monsters obey simple one- or two-word commands. Whenever a sahuagin lair is encountered, there is a 5% chance that it is the stronghold of a prince. The prince has 8+8 Hit Dice plus nine guards of chieftain strength. There are also one 8th-level sahuagin evil high priestess and four 4th-level underpriestesses. The numbers of males, females, hatchlings and eggs in a prince's lair are double the numbers given above. There are 4d6 sharks present at all times.

Sahuagin lairs are actual villages or towns, constructed of stone. The buildings are domed, and the seaweed and similar marine plants growing around and on these buildings make them hard to detect.

Few persons have survived capture by the sahuagin, for prisoners are usually quickly tortured and eaten. Any creatures taken alive from raids or intercepting unwelcome visitors are brought to the sahuagins' lair and confined in cells. Although sahuagin are able to stay out of water for up to four hours, there is no air in the confinement areas in the typical village, but in the towns of the nobles there are special quarters to maintain air-breathing creatures. The sahuagin set aside a few prisoners to torture and provide sport—typically a fight to the death between two different creatures in an arena. The bulk of captives are simply killed and eaten. It is seldom that any prisoner escapes, although the sahuagin find sport in allowing captives to think that they have found freedom, only to be encircled by sadistic guards while a school of sharks moves in for the kill.

The sahuagin are cruel and brutal, and the strongest always

bully the weaker. Any injured, disabled, or infirm specimen is slain and eaten by these cannibalistic monsters. Even imperfect hatchlings are dealt with in this fashion. This strict law has developed a strong race, however, and any leader is subject to a challenge. Sahuagin never stop growing, although they grow very slowly, and death comes to most before the years allow growth to large size. Leaders are always the largest and strongest. It is reported that the nine sahuagin princes are each of the four-armed sort, as is the king. In any event, the loser of a challenge is always slain either during on combat or afterward. Sometimes the loser winds up as the main course at the victory feast.

Duels are fought without weapons, only fang and claw being permitted.

The sahuagin are chronicled because of their great evil, having time and again raided the land, desolating whole coasts and destroying passing ships continually. The exact origin of the sahuagin is unknown. It is suggested that they were created from a nation of particularly evil humans by the most powerful lawful evil gods in order to preserve them when the great deluge came upon the earth. Some sages claim that they are degenerate humans who formerly dwelt on the seacoasts, whose evil and depravity was so great that they eventually devolved into fish-folk and sought the darkness of the ocean depths. The tritons however, are purported to have stated that sahuagin are distantly related to sea elves, claiming that the drow spawned the sahuagin.

Sahuagin range as far as 50 miles from their lairs. Most of their lairs are located 2d10+20 miles from coastal shores. Some of these creatures enjoy collecting pearls and coral formations, fashioning them into jewelry. This jewelry is worn as a status symbol. They are fond of wealth, which they use as a measure of influence, and for sacrifice to the deities that they worship in exchange for granted powers and other favors. Most of the treasure found in a sahuagin lair belonged to former victims. There is usually a high concentration of water-related items, such as magical boats, tridents, helms, potions, necklaces, etc. These were gained from adventurers who explored underwater too closely to the sahuagin community.

These creatures want nothing less than full control of the sea coasts, collecting as much wealth and power as possible in the process while maintaining the secrecy of their lairs' locations. Those who attempt escape are obsessively hunted down, for fear that the former prisoners may reveal the location of the sahuagins' city.

Ecology: Sahuagin venture ashore on dark, moonless nights to raid and plunder human coastal towns. They hate even the evil *ixitxachitl*, and only sharks are befriended by them.

The feuds and outright warfare between the sahuagin and *ixitxachitl* have indirectly contributed to preventing the ascendancy of the spellcasting, manta ray-like race. Sahuagin are also fond of eating giant squid and kraken. Their hunting of these monsters of the deep has kept the squid and kraken numbers down to a safe level. Conversely, these beasts enjoy eating sahuagin, which prevents the sahuagin from overrunning coastal areas.

Of all the sea-dwelling races, tritons, sea elves, dolphins, and hippocampi are the most implacable enemies of the sahuagin. In fact, the few air-breathers that have escaped the sahuagin owe their freedom to such beings that bravely aided the captives.

Salamander

	Salamander	Fire Snake
CLIMATE/TERRAIN:	Special	Fires
FREQUENCY:	Rare	Uncommon
ORGANIZATION:	Pack	Pack
ACTIVITY CYCLE:	Any	Any
DIET:	Omnivore	Fire
INTELLIGENCE:	High (13-14)	Semi- (2-4)
TREASURE:	F	Q
ALIGNMENT:	Chaotic evil	Neutral

NO. APPEARING:	2-5	1-6
ARMOR CLASS:	5-3	6
MOVEMENT:	9	4
HIT DICE:	7+7	2
THACO:	12	16
NO. OF ATTACKS:	2	1
DAMAGE ATTACK:	2-12 1-6 (weapon)	1-4
SPECIAL ATTACKS:	Heat 1-6	Paralyzation
SPECIAL DEFENSES:	+1 or better to hit	Immune to fire
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (7' long)	S (2'-3' long)
MORALE:	Elite (13)	Steady (11)
XP VALUE:	2,000	120



Salamanders are natives of the elemental plane of Fire, and thus they thrive in hot places. These cruel, evil creatures come to the Prime Material plane for reasons known only to them.

The head and torso of a salamander is copper-colored and has a human-like appearance. Most of the time (80%), this aspect is a male, with flaming beard and moustache. The female version has flowing, fiery red hair. Both aspects have glowing yellow eyes that sometimes switch to fluorescent green. All aspects carry a shiny metal spear, resembling highly polished steel.

The lower torso is that of a large snake, with orange coloring shading to dull red at the tail end. The entire body is covered with wispy appendages that appear to burn but are never consumed.

Combat: A salamander typically attacks with its metal spear, which inflicts 1d6 points of damage plus a like amount for the spear's heat. At the same time, it can lash out and coil around an opponent with its snake-like tail, constricting for 2d6 points of damage, plus an additional 1d6 points of damage from the heat of its body. While fire-resistant creatures do not suffer from the salamander's heat damage, they are still subject to the spear and constriction damage.

Salamanders can be affected only by magical weaponry or by creatures of a magical nature or those of 4 + 1 or more Hit Dice. They are impervious to all fire-based attacks. *Sleep*, *charm*, and *hold* spells are ineffective against them. Cold-based attacks cause an additional 1 point of damage per die of damage. The head and upper body of the salamander has an AC of 5, while the lower body is AC 3.

A favorite salamander tactic, if the creature is encountered in a lava pit or roaring fire, is to grab its opponents and hurl them into the flames. The victim would naturally take damage from contact with the salamander, then take even more from being thrown inside a roaring conflagration.

Habitat/Society: Salamanders are native to the elemental plane of Fire. They come to the Prime Material plane for reasons known only to them, though it is rumored that powerful wizards and priests of certain religions can summon them for a short time. Salamanders hate cold, preferring temperatures of 300 degrees or more; they can abide lower temperatures for only a few hours.

Their lairs are typically at least 500 degrees. Any treasure found there is the sort that can survive this heat, such as swords, armor, rods, other ferrous items, and jewels. Things of a combustible nature, such as parchment and wood, soft metals such as gold and silver, and liquids, which quickly boil away, are never found in salamander lairs.

Having a nasty disposition and an evil bent, salamanders respect only power, either the ability to resist their fire or the capability to do great damage. Anyone else is dealt a painful, slow, burning death. It is rumored that they have some sort of dealings with the efreeti.

When encountered on the Prime plane, salamanders can be found playing in forest fires, lava flows, fire pits, and other areas of extreme heat. They usually appear on the Prime plane for a purpose, and if in the middle of a task they do not take kindly to being interrupted.

Ecology: These fiery creatures' ichor is useful in the creation of *potions of fire resistance*, and the metal of their spears can be used to create *rings of fire resistance*.

Fire Snake

Some sages say that fire snakes are larval salamanders. Fire snakes, colored in shades from blood-red to orange, are always found in fires. Some large permanent fires contain 1d6 of these creatures, though in smaller, temporary fires like fire pits and oil bowls, there may be but one snake. The only treasure the snakes have is the gems they often accumulate.

Since their color matches their surroundings, they can surprise opponents easily (-4 penalty to opponents' surprise rolls). Their bite inflicts 1d4 points of damage and injects a mild venom that causes paralyzation of the victim for 2d4 turns unless a saving throw vs. poison is successful.

Sandling

CLIMATE/TERRAIN:	Temperate or tropical/ Sandy and subterranean areas
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Minerals
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Nil

NO. APPEARING:	1
ARMOR CLASS:	3
MOVEMENT:	12, Br 6
HIT DICE:	4
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE ATTACK:	2-16
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	See be.ow
MAGIC RESISTANCE:	Nil
SIZE:	L (10' diameter)
MORALE:	Unsteady (7)
XP VALUE:	175

A solitary and non carbon based life form, sandlings seem content to eat and guard their territory. Not aggressive unless provoked, sandlings are hard to see and consequently easy for some hapless adventurer to provoke.

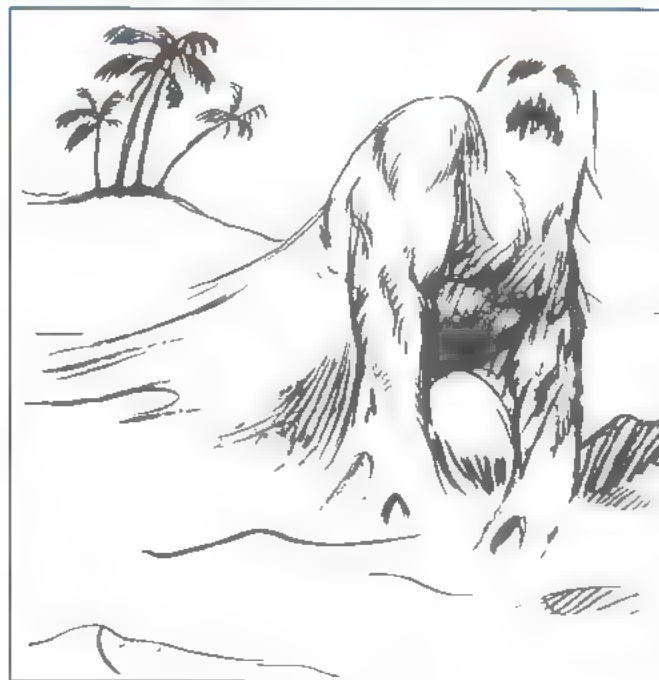
Sandlings appear to be an amorphous mass of moving, sliding sand capable of creating color variances in order to blend in better with their background.

Combat: These odd creatures are savagely territorial and attack any beings that trespass in their areas. They fight by slashing and lacerating with a coarse, abrasive pseudopod. Sandlings' flexible, shifting forms are difficult to damage by physical assault, thus the AC of 3. If a sufficient quantity of water or other liquid, at least ten gallons, is cast upon the creature, it will have the same effects as a *slow* spell and the sandling strikes for only one-half damage (1d8).

If a sandling is stepped on, it lunges upward, trapping one or two man-sized opponents much like a trapper. It is not so much a deliberate attack as it is a reflex. When this happens, the sandling's unexpected attack imposes a -2 penalty to opponents' surprise rolls.

Sandlings sense heat, sound, and moisture. They dislike wetness and burrow underground to avoid rain or water unless already defending their territories. They are always the same temperature as their surroundings and thus invisible to infra-vision. Due to their bizarre physical makeup, they are immune to *sleep*, *charm*, *hold*, and other mind-influencing spells.

Habitat/Society: Sandlings have no society as we know it. They are a solitary race. Their fanatical defense of their turf precludes even the possibility of cooperating with others of their kind. They are apparently silicon-based creatures, and some sages believe that they originated on the elemental plane of Earth. They subsist on rocks, sand, and minerals, contrary to the rumors of overly melodramatic storytellers. In fact, they despise organic matter and, upon killing an intruder, move about one-quarter mile away from the battle site. This explains the lack of treasure in their lairs. Most of the victims' possessions sink down into the soft sand, forced down by the bulk of the sandlings. Unfortunately, sandlings also eat gems.



A sandling grows until it reaches full size (ten feet in diameter), and then it begins to reproduce by budding. Tiny sandlings grow to about two inches in diameter before they split from the parent. An adult sandling's territory often swarms with thousands of infant sandlings, none larger than six inches in diameter. When one grows above this size, the parent sandling perceives it as a threat and kills it. When the parent sandling dies, the largest infant grows to take its place, killing all rivals, if it can. A group of sandling infants grouped together form an uneven surface and may trip an unwary creature.

There have been reports of huge sandlings three times as large as normal adults, but these reports have not been substantiated. If any such specimens are ever found, they are likely to actually have two pseudopods to fight with rather than one.

As mentioned earlier, an adult sandling is a solitary creature. It dwells in lonely sandy areas such as uninhabited deserts, caverns, and deserted beaches. It has no lair per se, it merely sits in the sand where its instincts have set boundaries for its territory. Sandlings live to eat minerals, reproduce, and defend their territories.

Ecology: Sandlings are outside factors in ecosystems. They take a small fraction of the minerals in any given parcel of land and are completely inoffensive. Sometimes, dwarven mining clans seek out a sandling's haunts to see if it has unearthed any new mineral deposits.

Some individuals kill sandlings and use the bodies as ingredients in mortar. Their bodies are rumored to have truly remarkable adhesive abilities. Druids who discover a building that is being held together by sandlings may very well hurl spells at it, in hopes of destroying it.

Sea Horse, Giant

CLIMATE/TERRAIN:	All except arctic/ Ocean
FREQUENCY:	Common
ORGANIZATION:	Schools
ACTIVITY CYCLE:	Any
DIET:	Herbivore
INTELLIGENCE:	Semi- (2-4)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1-120
ARMOR CLASS:	7
MOVEMENT:	Sw 21
HIT DICE:	2-4
THACO:	2 HD: 19 3-4 HD: 17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-4, 2-5, or 2-8
SPECIAL ATTACKS:	Constriction
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (8'-12' long)
MORALE:	Average (10)
XP VALUE:	2 HD: 35 3 HD: 65 4 HD: 120

Giant sea horses are simply a huge species of the more common sea horse. They have the characteristic horse-like heads and tapering tails of all sea horses.

Combat: A sea horse can normally attack only with a head butt, but a sea horse trained by locathah or aquatic elves as a steed can also use its long, curling tail to constrict and restrain enemies. The sea horse must be ridden in order to properly obey the command to constrict and then must make a successful attack roll. A captured opponent can free itself with a successful open doors roll, with a -1 penalty. The tail of a giant sea horse is so long that it can attack the same opponent that the head butts, or the one its rider is attacking, without penalty. The length of the tail also constricts the entire body of any creature man-sized or smaller, making spellcasting or melee fighting impossible for constricted creatures. The constriction causes no damage, but the sea horse can still choose to butt the helpless victim if so desired.

Note that underwater combat is three-dimensional and sea horses instinctively use this advantage against creatures that are obviously out of their environment, like men. Sea horse riders take great pains to develop this instinct in their mounts and take advantage of their sea horses' ability to move vertically as well as forward and back and from side to side. Treat sea horses in water as Maneuverability Class A flying creatures in air.

All sea horses have 120-foot infravision and acute senses; it is a foolish rider who fails to take notice of his sea horse mount's warnings.

Habitat/Society: In their natural environment, sea horses congregate in schools, feeding off small plankton and seaweed. They have school leaders and follow the prevailing currents. They are generally shy and avoid contact except with other sea horses.

Sea horses can be found in any marine setting except the coldest arctic depths. They prefer tropical to subtropical depths as these provide the greatest variety of foods.

Sea horses are not the brightest of beasts and can be lured into traps and cages if the bait is attractive enough. Aquatic elves and locathah have honed the activity of capturing sea horses to a fine art and acquire all the sea horses they need.



Ecology: Sea horses are preyed upon by the usual assortment of ocean-based predators, namely sharks, giant squids, and a kraken or two. They only have one special predator, the vicious sahuagin. Unfortunately for sea horses, sahuagin will eat anything at least once and they found that giant sea horses were indeed a great delicacy. A small and profitable industry in every sahuagin city is the market guild, and the greatest commodity is sea horse flesh. Many noble houses specialize in hunting down and herding up these peaceful creatures. Sahuagin choose not to cultivate sea horses as they believe the open ocean makes the horses tougher and tastier.

Fortunately for the species, sea horses mate all the time and like most fish they grow very rapidly. There is little chance of sending the sea horse population to extinction. For now at least, they remain one of the larger members of the food chain and valued for defense and prestige in both the locathah and aquatic elven communities.

Rumors of a smaller, freshwater species of giant sea horse remain unconfirmed and the tales of gargantuan sea horses over 60 feet in length have been decisively discounted by most reputable marine authorities. However, only the races that live below the sea can say for certain what mysteries yet remain to someday be discovered by men.

Sea Lion

CLIMATE/TERRAIN:	Coastal marine
FREQUENCY:	Uncommon
ORGANIZATION:	Packs
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Semi- (2-4)
TREASURE:	8
ALIGNMENT:	Neutral

NO. APPEARING:	3-12
ARMOR CLASS:	5/3
MOVEMENT:	Sw 18
HIT DICE:	6
THACO:	13
NO. OF ATTACKS:	3
DAMAGE ATTACK:	1-6/1-6/2-12
SPECIAL ATTACKS:	Mauling
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (15' long with tail)
MORALE:	Steady (12)
XP VALUE:	270



A sea lion is a fearsome creature with the head and forepaws of a lion and the body and tail of a fish.

Combat: Sea lions are ferocious and difficult to deal with. They are very territorial and usually attack anything that enters their domains, no matter what the size. Their vicious teeth and huge paws are a match even for most sharks, which they hate above all other creatures. Sea lions must attack the same opponent with paws and teeth and cannot divide attacks. Any creature hit by both paw attacks in the same round is being mauled. Mauled creatures cannot attack if they have not already done so that round and must roll a successful open doors roll to free themselves. When mauling a creature, the lion follows up with a bite attack with a +4 bonus to the attack roll, causing double damage if successful.

The head of a sea lion, with its thick mane, is treated as AC 5, while the rest of its scaly body is AC 3.

Sea lions are very difficult to raise in captivity, but can become the best and most loyal of steeds. In fact, they are arguably the most powerful mountable creature beneath the waves. They are very useful as guarding and hunting beasts, since their tremendous roars can be heard for up to ten miles underwater, providing ample time to prepare for an attack or to send help. They are not as skillful swimmers as are sea horses—they are the underwater equivalents of Maneuverability Class B creatures.

Habitat/Society: Sea horses and sea lions almost never encounter one another as sea lions prefer to dwell in the shallow coastal regions, while sea horses delve the deeps. This is primarily due to their respective dietary differences. Sea horses eat plankton, while sea lions eat any type of meat, be it a fish, dinosaur, or wandering herd animal caught drinking at the water's edge. Sea lions are not afraid of land and it is not unheard of for sea lions to drag themselves a few dozen yards up the beach in search of meals. While these attacks are rare indeed, the reports of sea lions in the vicinity does tend to foster more fear among the general populace than a simple shark attack does. But in a world of krakens, dinosaurs, and vampires, sea lions are a relatively minor threat.

Sea lions roam the seas in packs, what might be called a pride of lions on land. The strongest one (usually with maximum hit

points) is the leader. In a sea lion pack, both sexes hunt and care for young, but the males are superior hunters, something that differentiates them from their land-based cousins.

While sea lions rarely travel anywhere with specific goals in mind, they do sometimes team up to aid other packs of lions, usually when they roam close enough to hear the collective bellowing of their comrades. But territoriality comes into play immediately after the kill is made, and rarely does the reigning leader allow the helpful newcomers to share in the spoils of the victory. Often a new battle for power ensues between the two leaders. If the resident leader wins, the newcomers leave without a taste of meat. If the newcomer wins, he and his pack remain just long enough to take first choice of flesh, and then depart for home. The remaining leader, vanquished and weakened before his peers, rarely lives long enough to enjoy the spoils.

Ecology: Sea lions hate sharks, often going to great lengths to hunt them down. The taste of sharks is apparently abhorrent to sea lions and they always leave the carcass uneaten, so it is something of a mystery why this rivalry exists. Some sages claim that it is the result of conflicts between the lesser deities of nature, but it is more likely two strong predators vying for supremacy of the seas.

Because of the water-proofing qualities of their thick scales, sea lions can remain out of water for up to 24 hours before their gills dry out and become incapable of removing oxygen from the water. If a sea lion is fed a constant source of water into its mouth, it can survive for an entire week before disease enters the cracking scales and starvation takes its toll. It is theoretically possible to keep a sea lion in captivity but, like most aquatic carnivores, the restriction of space is often psychologically too much for the creature and death slowly takes the once-proud beast.

Shambling Mound

CLIMATE/TERRAIN:	Wet subterranean or swamps and marshes
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	B, T, X
ALIGNMENT:	Neutral

NO. APPEARING:	1-3
ARMOR CLASS:	0
MOVEMENT:	6
HIT DICE:	8-11
THAC0:	8 HD: 13 9-10 HD: 11 11 HD: 9

NO. OF ATTACKS:	2
DAMAGE ATTACK:	2-16/2-16
SPECIAL ATTACKS:	Suffocation
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	L (6'-9' tall)
MORALE:	Fanatic (17-18)
XP VALUE:	8 HD: 3,000 9 HD: 4,000 10 HD: 5,000 11 HD: 6,000

Shambling mounds, or "shamblers," appear as heaps of rotting vegetation. They are actually an intelligent form of vegetable life, roughly humanoid shaped, with a height of six to nine feet and a girth of about six feet at their base (legs to waist) and two feet at their summit (the "head").

Combat: Shambling mounds are fearless attackers and are perhaps the most deadly form of plant life known. Their huge arm-like appendages inflict 2-16 points of crushing damage each time they hit, and an unlucky victim hit by both arms in the same round is entangled in the slimy vines and rotting vegetable matter of the creature. Entangled creatures suffocate in slime in 2d4 rounds unless the shambler is killed or the victim breaks free (on a successful bend bars/lift gates roll).

The shambler's powerful attacks are supported by a combination of defenses that make shambling mounds invulnerable to most normal attacks. The vast amounts of thick vegetation covering the important inner body protect the shambling mound very well, thus its AC of 0. All edged and pointed weapons that strike the shambling mound successfully cause only one-half damage since the blows are greatly weakened as they pass through layer upon layer of cellulose fibers and slime. Since shamblers can collapse themselves at will, crushing weapons inflict no damage at all upon them.

Fire-based attacks are ineffective against the wet and slimy shambling mounds, and cold-based attacks cause only one-half (if saving throw is failed) or no damage (if saving throw succeeds) to the creatures, due to their essentially vegetable nature. Lightning actually causes a shambling mound to grow in size if used against it (add one foot in height 1 Hit Die, and appropriate hit points for each lightning-based attack it is subjected to).

Spells that normally affect plants are effective against shambling mounds. Spells such as *plant control* and *charm plant* have proven the most successful so far.

Shambling mounds often lie in shallow bogs waiting for hapless creatures to walk on top of them. The usually surprised beings (-3 penalty to their surprise rolls) are struck and smothered,



often before they can even call for help.

Shambling mounds are almost totally silent and invisible in their natural surroundings (-3 penalty to opponents' surprise rolls). They are not above creeping slowly into the camps of unsuspecting travelers at night. They are excellent swimmers as well.

Habitat/Society: Shambling mounds are only found in regions of dense rainfall and vegetation. Dismal swamps, marshes, and rain forests are their favorite climes, but some wet subterranean places also serve as shambler lairs. They are solitary beasts, only rarely living in the same area as other shamblers—usually only in areas where the food source is constant (e.g., near famous ruins or abandoned gold mines, etc.).

Ecology: The shambling mound is an animate clump of vegetation with a small brain-like control center located deep within the "chest" cavity. Decapitating a shambling mound, therefore, does not harm it in the least. Since a shambling mound's "limbs" are merely aggregated clumps of vine and moss, the removal of one or more of them does not hamper the creature either. Remaining vines along the torso will join together to form a new limb by the next round. Only when enough of the shambling mound has been hacked away will the creature die.

Note that a wounded shambling mound need only retreat to a dense clump of wet foliage to heal. It will rise again in 12 hours, fully healed. It is likely to be very angry as well.

Since shamblers gain power from electrical attacks, it is suspected that there may exist some shamblers that are vastly larger than the common ones seen thus far. Since will-o'-wisps and shamblers often inhabit the same desolate regions of the world, it is possible that shambling mounds of 20 Hit Dice or more lie in the deepest, darkest swamps and jungles.

Shark

CLIMATE/TERRAIN:	Common	Giant (Megalodon)
FREQUENCY:	All oceans and seas	
ORGANIZATION:	Common	Rare
ACTIVITY CYCLE:	School	
DIET:	Any	
INTELLIGENCE:	Carnivore	Carnivore
TREASURE:	Non- (0)	Non- (0)
ALIGNMENT:	Nil	Nil

NO. APPEARING:	3-12	1-3
ARMOR CLASS:	6	5
MOVEMENT:	Sw 24	Sw 18
HIT DICE:	3-8	10-15
THACO:	3-4 HD: 17	10 HD: 11
	5-6 HD: 15	11-12 HD: 9
	7-8 HD: 13	13-14 HD: 7
		15 HD: 5
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	2-5, 2-8, or 3-12	4-16, 5-20, or 6-24
SPECIAL ATTACKS:	Nil	Swallows whole
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M-L (5'-15' long)	L-G (20'-50' long)
MORALE:	Average (10)	Steady (11)
XP VALUE:	3 HD: 65	10 HD: 2,000
	4 HD: 120	11 HD: 3,000
	5 HD: 175	12 HD: 5,000
	6 HD: 270	13 HD: 6,000
	7 HD: 420	14 HD: 7,000
	8 HD: 650	15 HD: 8,000

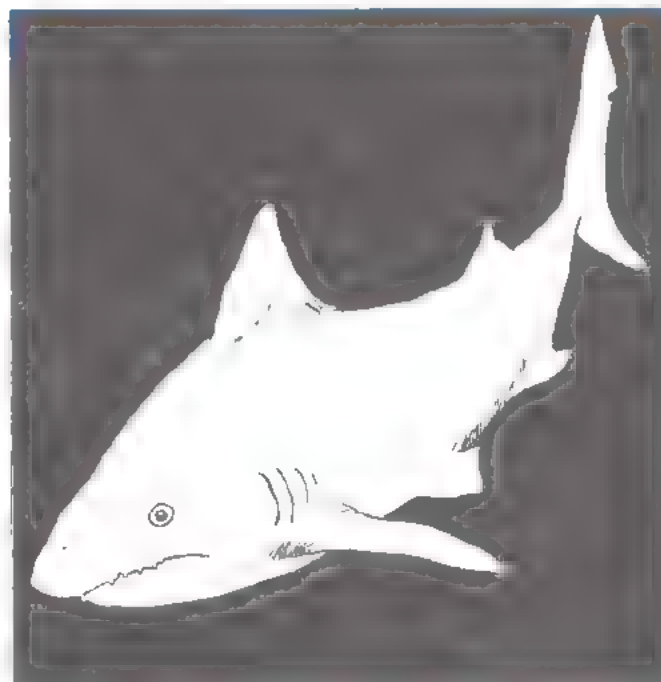
Sharks are large, finned, voracious carnivores that inhabit all known oceans and seas. They are perhaps the most aggressive eating machines found in the murky deeps.

Combat: Sharks sense pressure changes underwater, most often caused by noises from other creatures. Thrashing about in the water always attracts sharks, since usually only wounded fish behave like that. Sharks can sense these motions from up to a mile away and once one shark discovers prey, more are soon to follow. Sharks also attack mercilessly at the scent of blood, which they can likewise detect at distances of a mile or more.

When a number of sharks gather around a bleeding victim, the scent of the blood and the thrill of the kill send all sharks into a feeding frenzy. Nothing escapes from such an attack, not even some sharks. Sharks eat anything living, even each other, during a feeding frenzy. Since sharks move up, take a bite of flesh, and retreat very quickly, up to ten normal-sized sharks can attack a man-sized opponent in the water every round.

Note that the huge megalodons (giant sharks) almost never reach a frenzy, since they are capable of swallowing most creatures whole on an attack roll that is 4 or more above the minimum number to hit. For example, a 15-Hit Die megalodon shark hits an AC 0 creature on an attack roll of 8 or more, but swallows that same creature on an attack roll of 12 or greater. Swallowed creatures suffer 20 points of damage for every round they remain inside the shark. A creature trapped within a megalodon can attack the beast from within, but with a cumulative -1 penalty to damage per round (i.e., the first round attack has a -1 penalty, the second round attack has a -2 penalty, etc.). The victim must take the shark to 0 points or less before the shark's digestive juices finish their work.

Since most creatures are swallowed quickly by a megalodon there is usually not enough blood in the vicinity to precipitate a feeding frenzy. On occasion, however, fishermen out hunting for



whales and other large water creatures have wounded their prey, only to have a swarm of huge prehistoric-sized megalodon sharks strip it to the bone within seconds. Few fishermen argue the point.

Habitat/Society: Sharks are pure eating and killing machines evolving quite naturally into superior predators, and then remaining unchanged for millions of years. They are primarily scavengers, preying on the sick and wounded, but attack fresh meat if tempted to do so. They are very territorial and solitary.

The only friends the sharks have are the sahuagin, who appreciate the predators for their bloody, ruthless, and efficient natures. They often use sharks as guardians, mounts, sacrifices, and personal pets. The king of all sahuagin is rumored to possess a megalodon shark of largest size, which he apparently feeds quite often. Sahuagin priestesses offer all of their sacrifices to pure white great white sharks of largest size, that are often decorated in collars of gold and silver.

Sahuagin are the only known race to have successfully trained sharks as mounts and the process is secret. What is known is that a shark and its rider can both attack the same enemy with startling agility, making the combination one of the most fearsome in the deeps. The harness used to mount a sahuagin warrior on the back of a shark is apparently made of a special kind of seaweed unknown to those of the surface world.

Ecology: Sharks have only two natural weaknesses. The first one is that their internal organs are only poorly protected by a thick, flexible layer of gristle instead of a hard skeleton. Some creatures, such as dolphins, take advantage of this by ramming sharks from the side. Because of their highly intelligent nature, dolphins are the only true enemies of sharks. They are the only known species that actively hunts down and kills these otherwise greatly feared and respected monsters.

Sharks are also forced to continuously move through the water in order to force sufficient volumes of oxygen-rich water past their primitive gills. Therefore, a shark that is held immobile for 2-5 hours will die of suffocation. Common spells useful against sharks are *hold monster*, paralyzation-attacks and poisons, and all normal damage-causing spells (subject to underwater casting limitations, of course).

Slithering Tracker

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Living plasma
INTELLIGENCE:	Average (8-10)
TREASURE:	C
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	5
MOVEMENT:	12
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	0
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Paralyzation
SPECIAL DEFENSES:	Transparency
MAGIC RESISTANCE:	Nil
SIZE:	S (3' long)
MORALE:	Champion 15
XP VALUE:	975

Slithering trackers are transparent, plasma-draining jellies found in many dungeons and other dark places.

They are not invisible per se, but are instead made of a transparent jelly-like material. Thus they are almost impossible to detect normally (only a 5% chance of happening to notice one).

Combat: The unique nature of slithering trackers gives them the distinct advantage of being able to slip through cracks and holes as small as a rat hole. They move completely silently across all surfaces, simply oozing slowly over all bumps and turns. They prefer to attack sleeping, solitary, or unconscious creatures, as their main weakness lies in the extended duration of their attack form. They secrete a paralyzing substance that immobilizes the victim on contact for 12 hours if a saving throw vs. paralyzation fails. The slithering tracker then covers the entire body of its victim and slowly draws all of the plasma from the creature (killing the victim in the process, of course). It can drain a man-sized creature in one hour.

Habitat/Society: Slithering trackers are solitary beasts. Since they possess no attack form capable of harming other trackers, territoriality is a question of first-come, first-serve. Being the most intelligent of all slimes and jellies, it would seem natural that slithering trackers would establish themselves as the leaders of the rest. But jellies and slimes lack both the means of communication and the intelligence to band together. They remain on the lower end of the monster food chain, serving as scavengers that kill the weak and stupid, leaving the larger creatures for major predators in the dungeons they inhabit.

In fact, slithering trackers often hide themselves in the lairs of large monsters, which are known to kill far more than they can eat at a sitting. The tracker waits until the beast goes to sleep or departs and then it sucks dry the morsels left over. Many times the victims are merely unconscious instead of dead—at least until the tracker gets to them. And on more than one occasion, monster-slaying players have left a hoard guarded by a comrade while they go for help, only to return to find their friend mysteriously dehydrated, with all of the treasure still in the lair.



Ecology: There are two theories regarding the origin of slithering trackers. The first and most likely one is that slithering trackers are just advanced forms of the other jellies, fortunate enough to have developed a transparent plasma body and a modicum of intelligence. Like most jellies, they reproduce asexually when the time and quantity of food allow for it.

The second, more dubious theory, is that slithering trackers are created, not born. Their high intelligence seems to lead many knowledgeable sages to believe that the creation of a slithering tracker is a hideous process, involving the transformation of a living human being. Certain legends seem to support this assertion, as there are many accounts of dark wizards removing the bones of their enemies, turning them into hulking masses of jelly-like flesh. While it is certain that no respectable wizard (good or neutrally aligned) would resort to creating such horrors, it is just as certain that there are many practitioners of the darker arts who have performed much worse experiments.

It is possible that somewhere deep in the bowels of some long-deserted wizard's dungeon, there lies an ancient diary, with a detailed account of the terrifying curse of the tracker.

There are tales of abnormally large slithering trackers that live in the deep recesses of the Underdark. Such monsters are often said to lurk around the edges of great underground civilizations, growing to vast size on the abundance of prey.

Slug, Giant

CLIMATE/TERRAIN:	Subterranean and wet
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Nil

NO. APPEARING:	1
ARMOR CLASS:	8
MOVEMENT:	6
HIT DICE:	12
THACO:	9
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-12
SPECIAL ATTACKS:	Spits acid
SPECIAL DEFENSES:	Immune to blunt weapons
MAGIC RESISTANCE:	Nil
SIZE:	H-G (25'-50' long)
MORALE:	Steady (12)
XP VALUE:	15 000

Giant slugs are huge, omnivorous mutations of the small and benign garden slugs. Their highly developed mouths are capable of chewing flesh and wel. as plants, and they spit a highly corrosive acid on their food. Most giant slugs are pale gray, with dead white underbellies

Combat: Giant slugs can bite for 1d12 points of damage, but their main attack form is their corrosive acid saliva. The acid is spat at a single target and corrodes any organic tissue (plants or animals). It will also destroy equipment (saving throw vs. acid). The acid inflicts 4d8 points of damage (successful saving throw vs. breath weapon for one-half damage). Giant slugs can use this breath weapon every round (its acid stores are never used up). Slugs are not very accurate with this attack, the first shot has only a 10% chance of hitting. The success of subsequent shots depends on the distance to the target—the base chance of hitting is 90% at a distance of ten yards, with a -10% penalty per additional ten yards. If the slug misses, the acid hits 10 feet from the desired target (determine randomly which direction). Note that giant slugs are impervious to this acid spittle.

Giant slugs are immensely strong and can batter down doors and wooden buildings in seconds. They have no bones and can squeeze through holes and crevasses normally impassible to much smaller predators. For example, a party of adventurers might seek cover in a large stone building, while taunting the slowly approaching slug behind them. To their astonishment, the huge creature enters through the same doorway the party did and begins to send acid everywhere.

The rasping tongue of a giant slug enables it to burrow through one foot of earth or six inches of wood per round, making most standard barricades useless against it.

Because of their lack of bones and their thick, rubbery hides, giant slugs are not harmed by blunt weapons or spells that cause crushing or impact damage. Only edged and pointed weapons, as well as certain magical spells, can harm a giant slug.



Habitat/Society: Giant slugs can be found in any wet and dark environment, including deserted dungeons, swamps, and rain forests. Giant slugs are solitary creatures and speak no language. They are barely sentient, exhibiting only rudimentary instinctive reactions when confronted.

Ecology: No one has ever found a good use for giant slugs, except maybe as huge garbage disposals. They have no known predators. They will eat anything—plants, carrion, garbage—but prefer warm, living flesh when they can catch it. Since giant slugs have such huge appetites, they rarely attack smaller creatures, such as squirrels and monkeys, which they have a hard time seeing anyway. Even on a good day, they must usually supplement their feedings with some vegetation.

Normal slugs have a nasty reaction to salt when it is sprinkled on them. They dry up and die in 1d4 + 1 rounds. It is unlikely that this technique is adaptable to the giant variety, but some fabrication and summoning spells might be adaptable if there ever seemed to be a need for it.

For now, giant slugs remain a very real danger in jungles, forests, and dungeons everywhere.

Sphinx

	Androsphinx	Criosphinx	Gynosphinx	Hieracosphinx
CLIMATE/TERRAIN:	Warm lands	Warm woodlands	Warm lands	Warm hills
FREQUENCY:	Very rare	Rare	Rare	Rare
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Day	Day	Day	Day
DIET:	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Exceptional (13-16)	Average 9-10	Genius (17-18)	Low (5-7)
TREASURE:	U	F	R, X	E
ALIGNMENT:	Chaotic good	Neutral	Neutral	Chaotic evil

NO. APPEARING:	1	1	1-4	1-6
ARMOR CLASS:	2	0	-1	1
MOVEMENT:	18, Fl 30 (D)	12, Fl 24 (D)	15, Fl 24 (D)	9, Fl 36
HIT DICE:	12	10	8	9
THACO:	9	11	13	11
NO. OF ATTACKS:	2	3	2	3
DAMAGE/ATTACK:	2-12/2-12	2-8/2-8/3-18	2-8/2-8	2-8/2-8/1-10
SPECIAL ATTACKS:	See below	Nil	See below	Nil
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	L (8' tall)	L (7 ¹ / ₂ ' tall)	L (7' tall)	L (7' tall)
MORALE:	Fanatic (17)	Champion (16)	Fanatic (17)	Elite (13)
XP VALUE:	7 000	5 000	3 000	1,400



Androsphinx

Androsphinxes are huge, winged mythological creatures with the bodies of male lions and man-like facial features. They can speak the languages of common and all sphinxes.

Combat: The male, or andro-, sphinx is the most powerful of the sphinxes. Its huge paws can kill a normal man with just one swipe. If brute force is not successful, an androsphinx can cast spells as if a 6th-level priest. Note that most androsphinxes use these spells for healing and defense rather than damage and attack.

The androsphinx has another special weapon as well—his bellowing roar. It can roar three times per day, but must be very an-

gry to do so. The first time an angry androsphinx roars, all creatures within 360 yards must roll successful saving throws vs. wands or flee in panic for three turns. When an already angry androsphinx is continually molested, even after bellowing once, it can roar even louder, causing all creatures within 200 yards to roll successful saving throws vs. petrification or be paralyzed with fright for 1d4 rounds. In addition, any creatures within 30 yards of this second roar are automatically deafened for 2d6 rounds (unless they are deaf already or have protected hearing organs). Any creature foolish enough to anger an androsphinx further will unleash his third and final roar with devastating effects. All creatures within 240 yards must successfully roll saving throws vs. spell or lose 2d4 points of Strength for 2d4 rounds (use -1 point equals -10% for characters with exceptional Strength). In addition to the weakness effects, any creature within 30 yards of the androsphinx is knocked over unless it is eight feet tall or larger. Creatures knocked over suffer 2d8 points of damage and must roll a successful saving throw vs. breath weapon to avoid being stunned for 2d6 rounds. The force of this third roar is so powerful that stone within 30 yards cracks under the strain, unless it successfully saves vs. crushing blow.

Habitat/Society: Androsphinxes are the most solitary of the sphinxes. They shun gynosphinxes because they are jealous of the higher intelligence of their female counterparts, and find their neutral disposition a bit hard to deal with. However, most androsphinxes eventually succumb to the advances of a gynosphinx at least once in their lives.

Ecology: What is strangest about androsphinxes is not their combination lion/human appearance (as there are many such cross-mutations found in the world), but their apparent lack of purpose. They are by far the strongest of the sphinxes, but unlike their counterparts, have no true pattern of behavior universal to all androsphinxes. They despise communicating with humans and hate riddles (mostly because gynosphinxes love them so much). It is therefore suggested by those knowledgeable in mythological beasts and desert lore that androsphinxes are the guardians of the sphinxes, evil (hieraco-), neutral (gyno- and crio-), and good (andro-).

Sphinx

Certainly, androsphinxes are the lifelong adversaries of the hieracosphinxes, but they almost always let the defeated enemy go free instead of finishing the kill (often with a roar or two at the fleeing sphinxes' behinds).

In short, androsphinxes are free-roaming sphinxes sworn to defend other sphinxes against other races, namely men and their ilk. They have been known to bargain with men on occasion, but are the least greedy of the sphinxes, and are the only sphinxes likely to take offense at such offerings if made by characters with low Charismas or evil alignments.

Gynosphinxes

The gynosphinx is the female counterpart of the androsphinx, having a winged lion's body and human-like facial features. Gynosphinxes are not nearly as powerful as androsphinxes, but they are much more knowledgeable, clever, and wise. Gynosphinxes speak all sphinx languages as well as common.

Combat: Gynosphinxes can attack with two paws, but prefer to bargain with their opponents. They help strangers only if they are paid. They accept payment for services rendered or knowledge and advice given, in the form of gems (preferred), jewelry, magic, or knowledge. Knowledge that would be of special interest to a gynosphinx is the location of an androsphinx, but they accept fine prose, poetry, lore, or a good riddle.

If anyone breaks a bargain with a gynosphinx, he is subject to attack and the gynosphinx won't hesitate to devour the victim if it wins the fight. The gynosphinx can cast the following spells once per day: *detect magic*, *read magic*, *read languages*, *detect invisibility*, *locate object*, *dispel magic*, *clairaudience*, *clairvoyance*, *remove curse*, and *legend lore*. It can also use each symbol once per week. Note that a gynosphinx is very intelligent and can use these spells in many ways. If a bargaining group of adventurers steps back to discuss their plans among themselves, the gynosphinx will growl a little and cast *clairaudience* to listen in.

Habitat/Society: Gynosphinxes are solitary by nature, but not by choice. They spend most of their lives avoiding the advances of criosphinxes (which they detest) and hieracosphinxes (which they fear), and searching high and low for an androsphinx.

Gynosphinxes are intelligent enough to actively seek out ruins and mystical places, like forgotten temples and such, which they immediately occupy. Using their many spells to learn as much as possible about the setting, they then wait for the next group of travelers, pilgrims, or adventurers to come by and hope that they've encountered an androsphinx in their travels or have spells or magical items that might be usable for just such a purpose.

Ecology: Gynosphinxes own the dubious distinction of being the only female sphinx. A gynosphinx mated with an androsphinx will produce another androsphinx or gynosphinx (even chances for both). A gynosphinx mated with a criosphinx only produces another male criosphinx, while mating with a hieracosphinx produces similarly displeasing results.

Fortunately, gynosphinxes are much smarter than all of their counterparts and can avoid otherwise compromising situations through trickery and outright deceit. Unfortunately, they are among the slowest of the sphinxes when flying or running, and the lustful criosphinx and vicious hieracosphinx rarely give up the chase once a gynosphinx has been located.

Criosphinxes

Criosphinxes have the bodies of winged lions, but they have the heads of rams. They are always male. They can speak their own dialect of sphinx, as well as that spoken by andro/gynosphinxes and the languages of animals.

Combat: Criosphinxes attack with their two paws or with a head butt with their ram's horns. Because they cast no spells and are not the brightest of sphinxes, their bargains with other beings are limited to "safe passage or die." They love treasure and lust after gynosphinxes constantly. Plenty of wealth, or knowledge of the location of a gynosphinx's lair, is always enough for adventurers to avoid confrontation with criosphinxes.

Habitat/Society: Criosphinxes prize wealth and usually seek to extort passers-by for safe passage in exchange for a hefty bribe. They are sometimes found in packs of two or more, but only because all of these sphinxes are looking for the same gynosphinx. They often follow other criosphinxes, even if they have no idea whether or not the leader really knows where he's going. When a number of criosphinxes find a gynosphinx, the first order of business is to restrain their prey. Usually pushing boulders in front of the lair with their huge horns is sufficient. Then the criosphinxes butt horns like rams, except these creatures do their fighting in the air. The winner gets the prize.

More often than not, however, criosphinxes begin their combat immediately upon finding their quarry and inevitably the victor strides forth to find the gynosphinx gone. While the criosphinxes often find themselves richer for their trouble, as the gynosphinx rarely sees the need for material wealth while it is fleeing, it is only a poor reward indeed for their often decades-long quest.

Ecology: Criosphinxes are obviously just further mutations of the already mysterious sphinx form. Their ability to speak with animals seems to be an evolutionary necessity, as criosphinxes are particularly fond of warm wooded areas, often bordering on the desert lands preferred by gynosphinxes.

Hieracosphinxes

Hieracosphinxes are the only evil members of their breed. They have the bodies of lions, but the wings and head of hawks. They are always males. They speak the languages of the other sphinxes, and some (20%) also speak common.

Combat: Hieracosphinxes do not cast spells much like the criosphinxes, but make up for their weaknesses with tenacious evil and viciousness. Their paws and sharp beaks are deadly in combat, and they have been known to swoop down on victims.

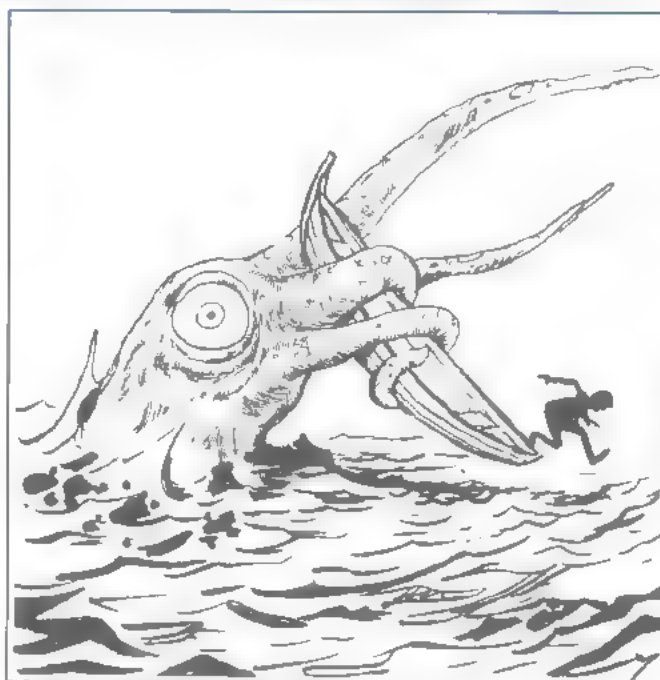
Habitat/Society: Hieracosphinxes live in hilly regions exclusively, dwelling in caves overlooking the nearby deserts. They delight in evil and sometimes gather in bands of as many as six to do their vile business. Most often when a band of hieracosphinxes is encountered, it is hot in pursuit of an androsphinx, which they hate with all of their beings. Only in numbers can they hope to defeat so powerful an adversary, and these sphinxes never believe in honor or playing fair. While it is true that a victorious androsphinx sometimes lets the defeated flee (in the vain hope that the battle may change the losers' dispositions), a defeated androsphinx is always ripped to pieces when the hieracosphinxes are numerous enough and lucky enough to win the fight.

Hieracosphinxes also spend much of their time searching for a gynosphinx to mate with, but prefer to kill an androsphinx and inhabit his lair until a gynosphinx eventually arrives (usually by following old rumors and legends). It is worthwhile to note that there are more hieracosphinxes than criosphinxes.

Ecology: Hieracosphinxes are belligerent mutations of unknown origin. It is believed that they were created by elder gods of evil merely to wreak havoc on the other, more pleasant sphinxes described above.

Squid, Giant

	Squid, giant	Kraken
CLIMATE/TERRAIN:	Any deep waters	Very deep oceans
FREQUENCY:	Rare	Very rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Non- (0)	Genius+ (19-20+)
TREASURE:	A	G, R, S (+A)
ALIGNMENT:	Nil	Neutral evil
NO. APPEARING:	1	1
ARMOR CLASS:	7/3	5/0
MOVEMENT:	Sw 3, Jet 18	Sw 3, Jet 21
HIT DICE:	12	20
THAC0:	9	5
NO. OF ATTACKS:	9	9
DAMAGE ATTACK:	1-6 (x8)/5-20	3-18(x2)/2-12(x6)/7-28
SPECIAL ATTACKS:	Constriction	See below
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	Nil	Nil
SIZE:	G (60' + long)	G (90' + long)
MORALE:	Elite (13)	Fanatic (18)
XP VALUE:	9 000	22,000



Giant squids are huge varieties of the normal, peaceful, tentacled cephalopods (unshelled invertebrates).

They have ten long tentacles, two of which are always used to maintain stability when attacking or defending, and long, protected heads with two eyes. Their beak-like mouths are located where the tentacles meet the lower portion of their bodies.

Combat: Giant squids prefer to grab their opponents in their tentacles and constrict them, while they bring the thrashing victims into their huge jaws. As many as eight tentacles can attack one opponent, but only one at a time can constrict a man-sized opponent (the rest are free to attack anything else within reach). The rubbery tentacles are so strong they cannot be broken by force and must be severed. A giant squid's tentacles hit for 1d6 points of damage and constrict for 2d6 points of damage every round after the initial strike. The beak of a giant squid inflicts 5d4 points of damage.

Any character who is constricted may have one arm (01-25% left, or 26-50% right), no arms (51-75%), or both arms (76-100%) pinned. A constricted character cannot cast any spells, but he can grab a weapon and attack the tentacle (if only one arm is free, he attacks with a -3 penalty to the attack roll, if both arms are free, the penalty is -1). A giant squid's tentacle requires 12 points of damage from sharp or edged weapons to sever (these hit points are in addition to the hit points from Hit Dice).

If a giant squid has four or more tentacles severed, the monster is 80% likely to squirt out a cloud of jet-black ink 60 feet high by 60 feet wide and 80 feet long. The squid then jets away and retreats to its lair. The ink completely obscures the vision of all within the cloud.

A giant squid can drag ships of small size to the bottom and can halt the movement of larger ones in one turn of dragging. After six or more tentacles have squeezed the hull of the ship for three consecutive rounds, the vessel suffers damage as if it had been rammed and it begins to take on water and sink.

Kraken

A kraken is a rare form of gargantuan squid. It is one of the most deadly monsters in existence.

Combat: Krakens attack as huge varieties of giant squid. Two of their tentacles are barbed and cause 3d6 points of damage when they hit. They then try to drag prey toward their gaping maws for a bite of 7d4 points of damage. The other six free tentacles inflict 2d6 points of damage when they hit and constrict for 3d6 points each round thereafter. A kraken's tentacle must suffer 18 points of damage from sharp or edged weapons to be severed (these hit points are in addition to those the kraken gets from its Hit Dice).

If three or more of its tentacles have been severed, the monster is 80% likely to retreat, leaving behind a cloud of ink to discourage pursuit. The kraken is 50% likely to retreat to its den if four or more of its tentacles have victims. It leaves behind an ink cloud in this case also. The ink cloud of a kraken is 80 feet high by 80 feet wide by 120 feet long and is poisonous (it dissipates in 2-5 rounds). Those within the cloud receive 2d4 points of damage every round they remain. Krakens jet away to their lairs at a movement rate 21.

Krakens can drag ships of 60 feet long down in the same way as normal giant squids attack. They have the innate power to cause airy water in a sphere 120 yards across or in a hemisphere 240 yards across (they can do this continuously). They can employ the following spell-like powers, one at a time, at will: *faerie fire* for up to eight hours, *control temperature* in a 40-yard radius continuously, *control winds* once per day, *weather summoning* once per day, and *animal summoning III* (fish only) three times per day (note that this spell does not grant control of the fish once summoned).

Krakens are not affected by the conch horns of tritons.

Habitat/Society: Krakens have intelligences of genius or higher and often control entire regions of the underwater world. Their lairs lie thousands of feet below the surface and they maintain huge complexes of caverns where they keep and breed human slaves to serve and feed them.

Ecology: Krakens can breathe either air or water and are aggressive hunters. Many tropical islands have been completely stripped of all inhabitants (animal and human) by krakens.

It is said that krakens retreated to the depths when the forces of good thwarted their attempt to rule the seas, but it is also said that in the future krakens will rise again.

Stirge

CLIMATE/TERRAIN:	Forests or subterranean
FREQUENCY:	Uncommon
ORGANIZATION:	Clusters
ACTIVITY CYCLE:	Night
DIET:	Blood
INTELLIGENCE:	Animal (1)
TREASURE:	D
ALIGNMENT:	Nil

NO. APPEARING:	3-30
ARMOR CLASS:	8
MOVEMENT:	3, Fl 18 (C)
HIT DICE:	1+1
THACO:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-3
SPECIAL ATTACKS:	Blood drain
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (2' wingspan)
MORALE:	Average (8)
XP VALUE:	175



Stirges are bird-like creatures that drink the blood of their victims for sustenance. They have four small, pincer-like legs they use to clamp onto the necks of their victims. They are mostly rusty red to red-brown in color and their eyes and feet are yellowish. The dangling proboscises of stirges are pink at the tip, fading to gray at the base (near the heads).

Combat: Stirges attack as 4-Hit Die creatures, rather than 1+1. The long proboscis inflicts 1-3 points of damage when it hits, and drains 1d4 points of blood every round thereafter. When a stirge drains a total of 12 points of blood from a victim, it becomes bloated and flies off to digest its protein-rich meal.

Stirges must be killed to be removed, due to their strong grip. If an attack against an attached stirge misses, roll another attack roll against the victim's Armor Class to see if the attack hits the victim instead. Caution is advisable when attempting to remove an attached stirge.

Habitat Society: Stirges form nest-like colonies in attics, dungeons, and dark copses of trees. Although they resemble birds, they hang upside down when sleeping, indicating that stirges may be closely related to vampire bats.

They can be bred in captivity, as some vampires have done to cover their own tracks, but a constant supply of blood is needed. Stirges kill most low-level humans, animals, and children, so the arrival of these creatures to any civilized area is always cause for alarm. Fortunately, even a low-level group of adventurers or town militia is usually capable of ending the menace with little or no loss of life.

Ecology: Stirges have 240-foot infravision and an acute sense of smell. These two factors keep stirges informed of any living creatures that enter their habitat. Creatures with natural ACs of 3 or better are usually immune to a stirge's blood draining attack, as their hides are too thick to penetrate. Characters who are specially protected over their entire body by leather or better (this special armor costs two to three times more than normal armor) can safely approach a stirge. Even the slightest gap in the protection is seen and smelled by the creature, and a successful attack roll means the creature has broken through the weakness and

locked on.

After a stirge has drained enough blood to engorge itself, it sleeps for one day plus one day for every 2 points of blood it drank (thus the maximum sleep is after drinking 12 points of blood—seven days). During this period of rest, quiet attackers can impose a -2 penalty to the stirges' surprise roll, as the beasts wake slowly and remain drowsy for a few moments. They are most vulnerable at this time. While certain species of stirges prefer to dine on human blood, most are content with any large mammal, like cows, moose, and deer. Experienced druids and rangers usually recognize the traces of a stirge colony by the occurrences of mysteriously drained and dead animals in the vicinity.

A stirge colony's territory extends for only a mile in diameter, so stirges move around a lot after they've drained their latest region of food. Many times, the presence of stirges is only discovered long after the colony has departed, making it very hard to track them.

There are rumored to be exceptionally large varieties of stirges deep in the densest tropical jungles. They purportedly also have a paralyzing poison at the tips of their sharp snouts that is highly prized by local tribesmen. They have been known to mingle with giant vampire bats. None of these larger versions have ever been captured and examined by sages, so nothing else is known about their strengths or weaknesses. What little of them is known came from the cannibals and head hunters of the jungle regions.

Swanmay

CLIMATE/TERRAIN:	Swanmay Temperate wetlands	Swan Temperate wetlands
FREQUENCY:	Very rare	Uncommon
ORGANIZATION:	Flock	Flock
ACTIVITY CYCLE:	Any	Day
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Highly to Genius (13-18)	Animal (1)
TREASURE:	See below	Nil
ALIGNMENT:	As ranger	Neutral

NO. APPEARING:	1 or 2-5	1 or 2-16
ARMOR CLASS:	7	7
MOVEMENT:	3 or 15, Fl 19 (D)	3, Fl 18 (D)
HIT DICE:	2 to 12	1+2
THACO:	As ranger	18
NO. OF ATTACKS:	As swan or ranger	3
DAMAGE/ATTACK:	As swan or by weapon	1/1/1-2
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	2% per HD	Nil
SIZE:	M	M
MORALE:	Champion (15)	Unsteady (6)
XP VALUE:	120 to 3,000	65

Swanmays are human females who can transform into swans. In human form, swanmays are indistinguishable from other people. They normally possess the light armor and attendant gear of rangers, as well as a sword, dagger, bow, and arrows. These items do not transform when they do, hence these must be hidden. Swanmays may be recognized by a feather token, feathered garment, or signet ring. Such items are either transformed into part of the swans' plumage or worn on a leg.

Combat: In human form, the swanmay functions as a ranger. To determine the level of a swanmay, 2d6 are rolled; the total is the swanmay's level and Hit Dice. She attacks with whatever weapons she possesses.

In swan form, she is harmed only by +1 or better weapons. She also has a magical resistance of 2% per Hit Die.

Habitat/Society: Swanmays are members of a special sorority of lycanthrope-like rangers. Unlike other lycanthropes, the ability is attained voluntarily through the acquisition of a special token. This may be a feather token, a feathered garment, or a signet ring. All such items reveal their magical auras when exposed to a *detect magic* spell. Without the item, a swanmay is stuck in her current form. Such items only function for swanmays.

Swanmays are extremely secretive about their sorority. Only human women are admitted; the other requirements are unknown. It is suspected that women are invited to join when they unknowingly perform a great service for another swanmay. If a PC is invited to join the sorority, it is 50% likely that she retires from casual adventuring to devote herself full time to her new responsibilities.

Swanmays are guided by their swan personalities. They dislike noisy, brash creatures, ferocious beasts, and anything evil in alignment. They are friendly with the little folk of the forest, such as sylvan elves and dryads. They tend to avoid normal humanoids. Only nature-oriented priests are known to regularly associate with swanmays; such alliances are generally initiated by swanmays when they require assistance against a common evil.

Swanmays build communal lodgings near bodies of water deep in the forest. Such lodgings are lightly fortified against attack by



land. They usually contain two means of escape—including a secret tunnel that leads into the lake and a ceiling hatch. Swanmays transform into swan form to use either means of escape. Swanmay lodgings may be recognized by the number of waterfowl living in the area. The remains of a poacher may also be positioned here as a warning to others of his kind.

Ecology: Swanmays act as independent protectors of the forests and wildlife. They actively oppose evil races or monsters that might otherwise decimate wildlife and the countryside. They have a philosophical link to swans, though it is important to remember that they are not swans.

Swan

These aquatic birds tend to inhabit areas frequented by similar waterfowl. Such areas include rivers, ponds, lakes, and marshes.

There is a 10% chance that any swan encounter includes one or more swanmays in avian form. Twenty-five percent of swan encounters are with a solitary swan; if it is a normal swan, it is always male (a "cob"). Otherwise, such encounters are mated pairs of cobs and pens (females) with their cygnet offspring. There are 1-2 cygnets or 1-3 eggs per mated pair. If the swans' territory is invaded, both adults forcefully attack the intruder by a flying leap, bite, and blows from both wings. Such an attack is 50% likely to blind or confuse an opponent; in this case, the foe is unable to make any attack the following melee round.

Swans possess acute senses. They are 90% likely to detect intruders. When detection occurs, all swans join in a loud warning chorus. If there are no eggs, the swans swim or fly away.

Sylph

CLIMATE/TERRAIN:	High altitudes or treetops
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	Q (x10), X
ALIGNMENT:	Neutral (good)

NO. APPEARING:	1
ARMOR CLASS:	9
MOVEMENT:	12, Fl 36 (A)
HIT DICE:	3
THACO:	17
NO. OF ATTACKS:	0
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	50%
SIZE:	M (4'-5')
MORALE:	Elite (14)
XP VALUE:	1,400



Sylphs are beautiful demihumans that dwell in high altitudes. They are friendly and may (20%) befriend adventurers and give them aid in exchange for a favor.

Sylphs appear to be young, beautiful humanoid women with fairy-like wings. They are short by human standards. Their two wings resemble those of a dragonfly and may measure four to five feet long; the wings may be clear, translucent, or have patches of iridescent color. Their long, brightly colored hair may be any of the normal humanoid colors or unusual shades like blue, purple, or green. Dress normally consists of flowing, diaphanous robes. The robes accent the color of their wings or hair.

Sylphs speak common and their own musical language.

Combat: Sylphs do not physically attack their opponents. Instead they employ a variety of magical abilities.

A sylph possesses the magical abilities of a 7th-level wizard. She can cast four 1st-level, three 2nd-level, two 3rd-level, and one 4th-level spell each day. In addition, the sylph can become invisible at will and summon an air elemental once each week.

Habitat Society: Sylphs are aerial relatives of nymphs and dryads. They dwell in elevated places such as mountains, hills, or the tops of trees. They rarely touch ground in the lowlands. Sylphs are normally solitary beings. They are fond of constant travel, thus it is unlikely one would ever be encountered near its home.

Sylph nests are highly individualistic. Some may reside in simple nests formed from whatever materials are available, while other sylphs may build elaborate retreats tucked away in the tallest trees or carved into mountainsides.

Sylphs prefer to keep their possessions simple and light. They keep only gems and magical items as treasure. Coins are considered too heavy, too bulky, and too dull. They may trade their wealth for furnishings for the home such as light draperies, silks, and pillows. There is a 1% chance that, should adventurers discover a sylph's home, that they also find a sylph's egg or child.

All sylphs are female. When one wants a child, it seeks a humanoid suitor. Sylphs prefer those of elven blood, although they may consent to a human or halfling mate. Three months after conception, the sylph lays a pearly egg in a special nest. She sum-

mons an air elemental to protect the egg and keep it warm. Six months later, the egg hatches a baby girl with wing buds. The young sylph grows at the same rate as a human child. For the first four years the wings remain roughly the same size as the child's head. In the fifth year, the wings begin to grow along with magical abilities. The child first develops the ability to glide, then hover. Full flight occurs by the tenth year.

The sylph's flying ability is magical in nature. It possesses the innate ability to levitate. The wings are needed only to provide thrust. If a sylph's wings are injured, it can only glide or hover. Anti-magical attacks may ground a sylph by negating its power of levitation.

Every 28 years all the sylphs gather together into the grand sorority. Hundreds of sylphs may be present. During this time, the sylphs renew friendships, trade acquisitions, share news and information gathered from their travels, and welcome young sylphs.

Sylphs have life spans akin to elves. They retain their youthful appearance throughout their lives.

Ecology: Sylphs are members of one of a number of magical races that resemble humanoid women. Usually they maintain their distance from the more mundane humanoid races. They possess few natural enemies. Aerial monsters may occasionally feed on them, but this is a rare case. They are in greater danger from humanoid males of evil alignments who may attempt to capture them for dark purposes.

Tarrasque

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Unique
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	See below
DIET:	Omnivore
INTELLIGENCE:	Animal (1)
TREASURE:	See below
ALIGNMENT:	Nil

NO. APPEARING:	1
ARMOR CLASS:	-3
MOVEMENT:	9, Rush 15
HIT DICE:	300 hp (approx. 70 HD)
THAC0:	5
NO. OF ATTACKS:	6
DAMAGE ATTACK:	1-12/1-12/2-24/5-50/1-10/1-10
SPECIAL ATTACKS:	Sharpness bite, terror
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	G (50' long)
MORALE:	Champion (15)
XP VALUE:	107 000



The legendary tarrasque, for there is fortunately only one known to exist, is the most dreaded monster native to the Prime Material plane. The creature is a scaly biped with two horns on its head, a lashing tail, and a reflective carapace.

Combat: The tarrasque is a killing machine and when active (see below) eats everything for miles around, including all animals and vegetation. Normal attacks are with its two forelimb claws (1d12 points of damage each), a sweeping tail lash (2d12 points of damage), a savage bite (5d10 points of damage plus acts as a *sword of sharpness*, severing a limb on a natural attack roll of 18 or better), and two thrusting horn attacks (1d10 points of damage each).

Once every turn, the normally slow-moving tarrasque can rush forward at a movement rate of 15, making all horn attacks cause double damage and trampling anything underfoot for 4d10 points of crushing damage.

The mere sight of the tarrasque causes creatures with less than 3 levels or Hit Dice to be paralyzed with fright (no saving throw) until it is out of their vision. Creatures of 3 or more levels or Hit Dice flee in panic, although those of 7 or more levels or Hit Dice that manage to succeed with a saving throw vs. paralysis are not affected (though they often still decide to run away).

The tarrasque's carapace is exceptionally tough and highly reflective. Bolts and rays such as lightning bolts, cones of cold, and even magic missiles are useless against it. The reflection is such that 1 in 6 of these attacks actually bounces directly back at the caster (affecting him normally), while the rest bounce off harmlessly to the sides and into the air.

The tarrasque is also immune to all heat and fire, and it regenerates lost hit points at a rate of 1 hit point per round. Only enchanted weapons (+1 or better) have any hope of harming the tarrasque.

Habitat/Society: It is fortunate that the tarrasque is active only for short periods of time. Typically, the monster comes forth to forage for a week or two, ravaging the countryside for miles around. The tarrasque then seeks a hidden lair underground and lies dormant, sleeping for 5d4 months before coming forth again. Once every decade or so, the monster is particularly active, stay-

ing awake for several months. Thereafter its period of dormancy is 4d4 years unless disturbed. The ratio of active to dormant states seems to be about 1:30.

Ecology: Slaying of the tarrasque is said to be possible only if the monster is reduced to -30 or fewer hit points and a *wish* is then used. Otherwise, even the slightest piece of the tarrasque can regenerate and restore the monster completely. Legend says that a great treasure can be extracted from the tarrasque's carapace. The upper portion, treated with acid and then heated in a furnace, is thought to yield gems (10d10 diamonds of 1,000 gp base value each). The underbelly material, mixed with the creature's blood and adamantite, is said to produce a metal that can be forged by master dwarven blacksmiths into 1d4 shields of +5 enchantment. It takes two years to manufacture each shield, and the dwarves aren't likely to do it for free.

It is hoped that the tarrasque is a solitary creation, some hideous abomination unleashed by the dark arts or by elder forgotten gods to punish all of nature. The elemental nature of the tarrasque leads the few living tarrasque experts to speculate that the elemental princes of evil have something to do with its existence. In any case, the location of the tarrasque remains a mystery, as it rarely leaves witnesses in its wake, and nature quickly grows over all remnants of its presence. It is rumored that the tarrasque is responsible for the extinction of one ancient civilization, for the records of their last days spoke of a "great reptilian punisher sent by the gods to end the world."

Tasloi

CLIMATE/TERRAIN:	Tropical/Jungles
FREQUENCY:	Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Night
DIET:	Omni/ore
INTELLIGENCE:	Low to average (5-10)
TREASURE:	Q (x5)
ALIGNMENT:	Chaotic evil

NO. APPEARING:	10-100
ARMOR CLASS:	5 (6)
MOVEMENT:	9, Cl 15
HIT DICE:	1
THAC0:	19
NO. OF ATTACKS:	2 or 1
DAMAGE/ATTACK:	-3/1-3 or by weapon type
SPECIAL ATTACKS:	Surprise
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (2'-3' tall)
MORALE:	Average (10)
XP VALUE:	Normal: 35 Chieftain: 270 Shaman: 420

Tasloi are long-legged, flat-headed humanoids. They walk in a crouching posture, touching their knuckles to the ground from time to time. Their skins are a lustrous green and are thinly covered with coarse black hair. Their eyes are similar to a cat's and are gold in color.

Often they can be heard at night, speaking in their high, whispery voices. Tasloi speak their own tongue and can also speak the languages of monkeys and apes. About 5% of their kind have learned a pidgin common that they use when trading.

Combat: Tasloi like to hide in tree tops and drop down on the weak and unwary. They are quick and nimble in the trees, but slow and clumsy on the ground. When they are in jungle, their stealthy movements impose a -4 penalty to opponents' surprise rolls. They also hide in shadows, like a thief, with 75% effectiveness. Their infravision enables them to see up to 90 feet in darkness, but they hate daylight and suffer a -1 penalty to their attack roll when fighting in broad daylight.

Tasloi carry the following weapons: small shield (AC 5) and javelin—20%, club and javelin—40%, short sword and small shield (AC 5)—10%, javelin and net—15%, short sword and net—10%, or javelin and lasso—5%. Tasloi without shields are AC 6. They customarily carry all javelins and shields on their backs when they travel through the trees.

Tasloi eat anything, but they enjoy all kinds of flesh, especially humans and elves. They normally attack from above, trying to capture if possible. If they gain surprise, they use their ten-foot-diameter nets to trap their prey (the nets totally entangle those of less than 15 Strength, those of 15 or greater Strength need a successful open doors roll to rip the net and escape). If a party is too vigilant or prepared, the tasloi attempt to wear down the group through short, sudden attacks followed by retreat. If possible, tasloi try to steal the enemy's dead after an attack.

Habitat Society: The tasloi live in loosely-structured bands of several families. In every band of 70 or more, there is a chief of 5 Hit Dice. There is a 30% chance that any band has a shaman. Tasloi shamans may advance up to 5th level.

When found in their lair, in addition to the males, there are females and young equal to 70% and 50% of the number of males,



respectively. Females fight as males, but the young do not fight at all. The lair consists of a series of 1d6 large trees with 4d6 platforms 50-100 feet above the ground. All the trees are connected by vines and ropes. There is a 60% chance that the tasloi have 1d6 trained giant spiders and a 20% chance that they have 2d4 trained giant wasps. Tasloi are able to ride these wasps for great distances, and the spiders aid in the construction, protection, and overall maintenance of the tree-village.

Ecology: It is not known where and how tasloi originated. It is likely they have been around for many millennia, interbreeding in deep isolated jungles. Their primitive lifestyle has probably existed in much the same fashion for thousands upon thousands of years.

While certainly among the least fearsome of all jungle creatures, tasloi are perhaps worth worrying about in numbers, or after fleeing encounters with nastier jungle denizens. Tasloi know the location of such lairs and often set up obvious escape routes for any creature that foolishly finds itself confronting the beast. The tasloi then lay their traps along the escape path and wait for the weakened, unsuspecting creatures to run through blindly. This strategy is highly successful, apparently, as the tasloi boast many more trophies than their small size and limited prowess might otherwise indicate.

Triton

CLIMATE/TERRAIN:	Any sea
FREQUENCY:	Rare
ORGANIZATION:	Community
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	High and up (13+)
TREASURE:	M, Q (C, S, T)
ALIGNMENT:	Neutral (good)

NO. APPEARING:	6-60
ARMOR CLASS:	5
MOVEMENT:	Sw 15
HIT DICE:	3
THACO:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	90%
SIZE:	M (7' tall)
MORALE:	Elite (13)
XP VALUE:	Normal 270
	Exceptional (4-6 HD) 650
	Exceptional (7-8 HD) 2,000
	Mage 2,000
	+1,000 per level over 7th
	Priest 2,000
	+1,000 per level over 7th
	Triton leader 4,000

Tritons are rumored to be creatures from the elemental plane of Water that have been placed on the Prime Material plane for some purpose unknown to man. They are sea dwellers, inhabiting warmer waters principally but equally able to live at shallow or great depths.

The lower half of a triton ends in two finned legs, while its torso, head, and arms are handsomely human. Tritons have a silvery skin that fades into silver-blue scales on the lower half of their bodies. Their hair is deep blue or blue-green. Tritons speak their own language as well as those of sea elves and locathah.

Combat: Tritons carry either tridents (60%) or long spears (40%). Some 25% are also armed with heavy crossbows. When equipped for battle, tritons wear armor made of scales (AC 4).

Outside their lair, tritons are 90% likely to be mounted, either on hippocampi (65%) or giant sea horses (35%). These mounts fight in defense of their riders.

Exceptional tritons (see below) and triton leaders always carry conch shells with them. Not magical, their sounds are well known to all marine creatures. When blown properly by an exceptional triton, a conch summons 5d4 hippocampi, 1d10 sea lions, or 5d6 giant sea horses. These creatures swim to the aid of the summoning triton, arriving 1d6 rounds after the conch is first sounded. The conchs can also be sounded to frighten aquatic animals as the *fear* spell. This latter noise causes all marine creatures within 60 feet and with animal intelligence or less to flee in panic. Creatures are allowed a saving throw vs. spell to avoid the fear effect, but even those who succeed with their saving throws have a -5 modifier on their attack rolls against the tritons.

Tritons are reclusive and nonviolent. They normally attack to capture. If a triton is killed in a battle, however, the fight immediately becomes one of retribution. Should the fighting go poorly, the tritons withdraw to their lair to either gather reinforcements or make a last stand.

In addition to their other abilities, tritons are nearly impervious to magic with a natural magic resistance of 90%.



Habitat Society: Tritons live either in great undersea castles (80% chance) or in finely sculpted caverns (20%). While tritons lean toward good alignment, they are very suspicious of outsiders and have no love for land dwellers in general.

Tritons rarely kill, unless provoked, but they are quick to apprehend those who intrude upon their seas. Trespassers found guilty of intentionally entering triton waters or treasure seeking are left "to the fate of the seas." This means being stripped of all belongings and set adrift at least ten miles from any shoreline. Characters ruled innocent by the triton court awaken the next day on some distant shore. Tritons never aid land dwellers unless their own interests are involved in the matter.

For every ten tritons encountered there is an exceptional triton of 4-6 Hit Dice. For every 20 encountered there is an exceptional triton with 7-8 Hit Dice. Groups of 50 or more are always accompanied by a triton leader (AC 2, 9 Hit Dice). There is a 10% chance for every ten tritons encountered that they are accompanied by a triton mage of 1d6 levels.

At a triton lair, the following additional tritons are always found:

- 60 males (with related exceptional tritons)
- One mage of 7th- to 10th-level ability
- One priest of 8th- to 11th-level ability
- Four priests of 2nd- to 5th-level ability
- Female tritons equal to 100% of males (2 HD, AC 6)
- Young equal to 100% of males (noncombatants)

There is also a 75% chance that the lair contains 2d6 sea lions as pets/guards.

Ecology: Tritons are omnivorous and live on fish, shellfish, and sea weed. They have no natural enemies save the giant squid, which is immune to the effects of their conch shells. Normal tritons live approximately 300 years while their leaders and spellcasters have life expectancies of 500 years or more.

Troglodyte

CLIMATE/TERRAIN:	Subterranean and mountains
FREQUENCY:	Common
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	A
ALIGNMENT:	Chaotic evil

NO. APPEARING:	10-100
ARMOR CLASS:	5
MOVEMENT:	12
HIT DICE:	2
THAC0:	19
NO. OF ATTACKS:	3 or 1
DAMAGE ATTACK:	1-2/1-2/2-5 or 2-8 weapon
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Steady (11)
XP VALUE:	Normal: 120 Guard: 175 Subchieftain: 270 Chieftain: 650

Troglodytes are a warlike race of carnivorous reptilian humanoids that dwell in natural subterranean caverns and in the cracks and crevices of mountains. They hate man above all other creatures and often launch bloody raids on human communities in search of food and steel.

Troglodytes stand about six feet tall, are covered in roughened leathery scales, and have a toothy lizard-like head. Males are easily distinguished from females by the fin-like crest that runs across their heads and down their necks. Coloration for both sexes varies due to the troglodyte's chameleon-like ability to change skin tone, but grayish brown is most common. Most troglodytes wear little more than a leather weapons belt, with perhaps a small bag of semi-fresh meat. Leaders adorn their belts with pieces of steel, a sign of power in troglodyte culture. Troglodytes have excellent infravision (90-foot range). They speak their own language and no other.

Combat: Fifty percent of a troglodyte force use their teeth and claws. The remaining 50% use weapons: swords (25%), stone battle axes (10%), stone morning stars (10%), or two troglodyte javelins (25%). Of special note is the troglodyte javelin. These great darts grant a +3 bonus to the attack roll when thrown by a troglodyte, they cause 2d4 points of damage. This bonus reflects the troglodytes' great skill with these darts. About 25% of troglodytes carry two such darts apiece.

Troglodytes prefer ambushes to frontal assaults. Their favorite tactic is to pick a well-trod mountain or subterranean path and then use their chameleon power to blend in with the surrounding rocks. When a likely target walks by, the troglodytes hurl a volley of javelins (this attack gives opponents a -4 penalty to their surprise rolls, but only for the initial round). After a second volley, the troglodytes descend upon their hapless victims.

When angered or engaged in melee, troglodytes secrete an oil that smells extremely disgusting to all humans and demihumans. Those failing their saving throws vs. poison are so revolted as to lose 1d6 points of Strength. This loss remains in effect for 10 rounds.

Habitat Society: Troglodyte society is organized into clans with each clan led by a chieftain (usually the biggest and most



fearsome troglodyte. A number of subchieftains also are present chosen from those troglodytes that most distinguished themselves in battle. Rank is loose and internal squabbles common. Most chieftains lead only as long as the clan stays fed (and not one meal longer).

For every ten troglodytes encountered there is one leader with 3 Hit Dice. For every 20 there are two subchieftains each with 4 Hit Dice. Groups of 60 or more always include the clan chieftain. The chieftain stands seven feet tall, has 6 Hit Dice, and is accompanied by 2d4 guards with 3 Hit Dice each.

Troglodytes usually set their lair near a human or demihuman settlement. This enables them to prey on both the settlers and their livestock. The lair itself is typically a large cave or cavern with a number of smaller chambers adjoining it for the females and hatchlings. Troglodyte lairs contain a number of females equal to 100% of the males. Females have 1 + 1 Hit Dice each and fight to the death in defense of the hatchlings. Hatchlings number about 50% of the male population and are noncombatants.

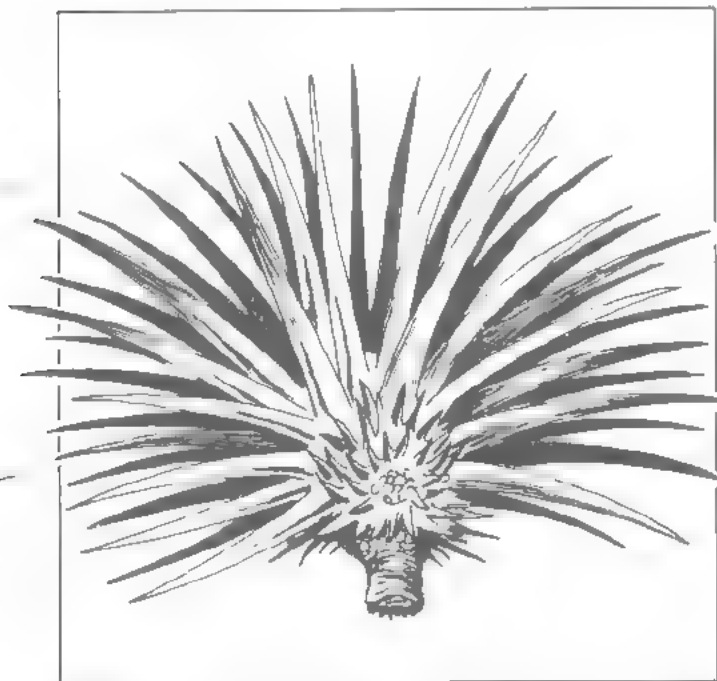
Troglodytes value steel above all else, using it to make javelins and as a form of wealth. Individual troglodytes carry nothing of real worth, but their lair may contain considerable treasure amassed from their raids on the outside world. Often this wealth is carelessly strewn about mixed in with half-eaten food or just shoved into some out-of-the-way corner.

On moonless nights, raiding parties of 50 or more troglodytes venture forth in search of steel and food. These attacks usually target human settlements, where the troglodytes can use their infravision and their chameleon power to maximum advantage.

Ecology: Strict carnivores, troglodytes prefer human flesh over all others, but they won't hesitate to devour practically anything they can catch, including members of other troglodyte clans. Few creatures hunt troglodytes, for their taste is said to be even more vile than their odor.

Urchin

	Black	Green	Red	Silver	Yellow	Land
CLIMATE/TERRAIN:	Sea bed, coast	Sea bed, coast	Sea bed, coast	Sea bed, coast	Sea bed, coast	Any temperate to tropical land
FREQUENCY:	Uncommon	Rare	Rare	Very rare	Very rare	Rare
ORGANIZATION:	Bed	Group	Group	Pair	Group	Pair
ACTIVITY CYCLE:	Any	Any	Any	Any	Any	Day
DIE:	Scavenger	Scavenger	Scavenger	Scavenger	Scavenger	Scavenger
INTELLIGENCE:	Semi- (2-4)	Semi- (2-4)	Semi- (2-4)	Semi- (2-4)	Semi- (2-4)	Animal (1)
TREASURE:	10 x 1d10 gp	40 x 1d10 gp	90 x 1d10 gp	250 x 1d10 gp	160 x 1d10 gp	See below
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral	Neutral	Nil
NO. APPEARING:	1-6	1-4	1-4	1-2	1-3	1-2
ARMOR CLASS:	4	3	2	0	1	3
MOVEMENT:	6, Sw 6	6, Sw 6	6, Sw 6	6, Sw 6	6, Sw 6	12
HIT DICE:	1+1	2+1	3+1	5+3	4+2	3+3
THACO:	19	19	17	15	17	17
NO. OF ATTACKS:	2	2	3	5	4	6
DAMAGE/ATTACK:	1-4	2-7	2-5	2-5	1-6	1-2
SPECIAL ATTACKS:	See below	See below	See below	See below	See below	See below
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil	Nil	Nil
SIZE:	S (3')	S (3')	S (3')	S (3')	S (3')	S (3')
MORALE:	Steady (11)	Steady (11)	Steady (11)	Steady (11)	Steady (11)	Steady (11)
XP VALUE:	65	120	420	975	650	420



Urchins are a family of marine creatures that, like oysters, are hunted for the value of the stones found in their bodies.

They resemble three-foot-diameter balls covered with thousands of three-inch-long, needle sharp spines. There are several species of urchins, which can be distinguished from each other by their distinctive colors.

Combat: Urchins can fire their spines with the distance and accuracy of light crossbows. An urchin can fire multiple spines per round as listed above under "No. of Attacks." Urchins have no eyes with which to see their opponents; instead they possess an innate clairvoyance ability. This ability gives all spines fired by urchins a +2 bonus to the attack roll. Damage from an urchin spine varies from species to species and many spines contain par-

alytic or even lethal poisons. Since urchins are covered with thousands of spines, they have a virtually unlimited supply of ammunition.

Habitat Society: Urchins are primarily scavengers, scouring the ocean floors for remains of shellfish. Occasionally they hunt fish, but they never attack man-sized beings unless threatened or approached within ten feet.

Urchins live in the shallows and upon shoals near the coast. They occasionally (10% chance) remain on land during low tide to scavenge for food. While on land, urchins move via rolling. They are capable of surprisingly high speeds when moving this way.

Ecology: Inside each urchin is a crystalline organ-gem that seems to have some connection to their innate clairvoyance ability. While this gem has little value as a stone, it is highly prized by alchemists. The exact value of the organ-gem depends on quality and the type of urchin it was taken from. To determine a stone's value, consult the "Treasure" entry above.

Land Urchin

These distant cousins of sea urchins live strictly on land. Land urchins move on five spindly legs. They are shy creatures and only attack if approached within ten feet. Their paralytic poison lasts for six turns. Land urchins have no organ gem but often (80% chance) form pearls inside their bodies. Old urchins contain 2d6 such pearls, each valued at 1d6 x 100 gold pieces.

CLIMATE/TERRAIN:	Temperate to tropical/ Hills and mountains
FREQUENCY:	Rare
ORGANIZATION:	Gen
ACTIVITY CYCLE:	Night
DIET:	Omnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	J (Q x 5)
ALIGNMENT:	Neutral evil

NO. APPEARING:	3-300
ARMOR CLASS:	8
MOVEMENT:	6, Fl 15 (C)
HIT DICE:	2-5
THAC0:	2 HD: 19 3-4 HD: 17 5 HD: 15

NO. OF ATTACKS:	1
DAMAGE ATTACK:	1-3 or 1-4 (weapon)
SPECIAL ATTACKS:	Rock bomb
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (3' tall)
MORALE:	Unsteady (7)
XP VALUE:	2 HD: 35 3 HD: 65 4 HD: 120 5 HD: 175

These aggressive, flying humanoids are distantly related to kobolds.

Urds stand three feet tall and have short ivory horns, red-rimmed eyes, and flattened noses. Their bodies are thin, frail and covered with mottled yellow to brick-red scales. Leathery, bat-like wings sprout from their backs. When flying, these wings stretch eight feet or more across. Urds are quick and maneuverable in the air, capable of gliding for long distances or pulling up sharply. On land, urds slouch to counterbalance the wings on their back and move with an awkward half-walk, half-hop gait. Urds wear minimal clothing, but many tribes decorate their bodies with paints made from berries and ground bone.

Urds speak their own language, as well as kobold and a smattering of common.

Combat: Urds hunt in great flocks at night, using their infravision (60-foot range) to spot prey on the ground below. Urds attack by dropping stones upon their victims. These "rock bombs" weigh two to three pounds apiece and are covered with jagged edges and protrusions. Urds drop these rocks with great accuracy. Unsuspecting victims are treated as AC 10 for the attack roll. Actively dodging opponents are considered AC 2 before modifications for Dexterity. Each rock that hits causes 2d4 points of damage. About 75% of the urds encountered carry one rock bomb apiece. The remaining 25% carry light spears, which can be used either as spears or as javelins. These light spears cause 1d4 points of damage per hit.

Urds are unreliable in large battles. They are easily startled, particularly by bright lights, such as fireballs, or by large flying creatures. Urds avoid melee unless they outnumber their opponents by 10 to 1 or more; even then urds attack only if their victims are unarmored and no larger than man-size.

Habitat/Society: Urds live in extended families called gens. A single gen may contain 300 or more adult males and females, plus a number of young and eggs equaling 50 percent of the total adult population. Each gen is controlled by a hereditary chieftain that



can be of either sex.

Urds usually make their lairs in isolated mountain caves or, when no mountains are near, in carefully concealed underground caverns. An urd lair comprises one main chamber plus a number of smaller chambers for the young and eggs. Urds often (70% chance) share their homes with giant bats (70%), keeping them as pets and guardians.

On the whole, urds are unintelligent and easily frightened. They are quick to attack weaker foes, such as kobolds and goblins, and readily submit to more powerful creatures. Urd gens often swear fealty to wizards or dragons, especially if promises of food are made. Units of mercenary urds are sometimes employed by larger armies as scouts or messengers.

For every 20 urds encountered there is one subchieftain with 7 hit points and an AC of 7. Urd flocks of 100 or more are always accompanied by the gen's chieftain. The chieftain is an exceptional urd with 10 hit points and is 50% likely to be wearing magical leather armor. The urd lair always contains 1d6 shamans who, in addition to their other abilities, can speak with bats as per the spell *speak with animals*.

Ecology: Urds place little value on gold and other heavy metals, since these are difficult for urds to fly with. They prize finely made leather armor and gladly trade for such items.

The diet of urds varies dramatically from gen to gen, depending upon what (or who) is available and upon the ferocity of the gen. Some gens live on fruits and small animals, others hunt larger game, and a few of the more aggressive gens live almost exclusively on goblins, men, elves, etc.

Urds are hunted by a variety of the avian carnivores, including hippogriffs, manticores, and dragons. Their life spans can theoretically exceed 100 years, but few urds survive past the age of 50.

Water Weird

CLIMATE/TERRAIN:	Any water
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	See below
INTELLIGENCE:	Very (11-12)
TREASURE:	I, O, P, and Y
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1-3
ARMOR CLASS:	4
MOVEMENT:	12
HIT DICE:	3+3
THACO:	15
NO. OF ATTACKS:	0
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Drowning
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	None
SIZE:	L (10' + long)
MORALE:	Elite (13)
XP VALUE:	420

These unusual creatures are natives of the elemental plane of Water, but they are being encountered more and more on the Prime Material plane. When they are found in this realm, they are violent and hostile, attacking all living things instantly. In some manner that has never been fully divined, they are able to feed on the life essences of those they slay.

Combat: When first encountered, these creatures seem to be nothing more than a common body of water in a well, fountain or similar basin. The use of a *detect invisible* spell, however, reveals to the caster that something is amiss, although the specific nature of the threat is not obvious.

Once the water weird senses a living creature, it begins to change the water into a serpentine form. This transformation takes two rounds to occur. Once in this shape, it lashes out and strikes as a 6-Hit Die monster. Anyone who is hit by the weird must roll a saving throw vs. paralyzation. Failure indicates that the victim has been pulled into the water and faces the prospect of drowning. Each round that the victim spends inside the water requires an additional saving throw, with failure indicating death by drowning.

Many forms of attack cause little or no harm to the water weird because of its fluid body. Sharp weapons, such as swords and axes, inflict only 1 point of damage each time they strike, although blunt weapons like hammers and maces, inflict their normal damage. Cold-based attacks affect a water weird as a *slow* spell. Fire-based spells cause half damage if the weird fails its saving throw, no damage if it succeeds.

A water weird that is reduced to 0 hit points by any of these attacks is not slain, but is disrupted. After two rounds, it re-forms its serpentine body and resumes its attack. Most other types of attack cannot harm the creature in any way.

A *purify water* spell instantly slays a water weird. By breaking down its life essence, this invocation annihilates the creature. Each casting of this spell is effective against only a single entity, however, so that an attack by three water weirds must be met with three *purify water* spells to wholly eliminate the menace.

A water weird that comes into physical contact with a water elemental may attempt to usurp control of it. In order to accomplish this feat, the creature must roll an 11 or better on 1d20.



Failure prevents subsequent attempts during that encounter.

Habitat Society: For the most part, these unusual beings are loners who do not interact with others of their kind. On those occasions when two or three water weirds are found together, it is simply because they have found a location where prey is easy to come by.

Those water weirds found on the Prime Material plane are frequently the victims of magical bonds that hold them in this realm. As such, they are often watching for some way to break their links with this world and return to their home. Because of their keen intelligence, they can be persuaded to refrain from combat if a means of communication can be found and a common ground agreed upon. Of course, their chaotic nature makes any bargain reached with a water weird an uncertain proposition at best.

Ecology: The manner in which water weirds sustain themselves has never been fully determined. As creatures of the elemental plane of Water, they are difficult to study and even harder to understand. It seems clear, however, that they feed on the energies released by those who drown within their serpentine bodies. It may be that this is similar in some way to the life energy that is consumed by will-o'-wisps.

For the most part, water weirds found on the Prime Material plane are here by the hand of a wizard who has called the creatures from their home dimension to serve him in some manner.

Weasel

CLIMATE/TERRAIN:	Wild Subterranean or forest	Giant Subterranean or forest
FREQUENCY:	Uncommon	Rare
ORGANIZATION:	Solitary	Pack
ACTIVITY CYCLE:	Night	Night
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Animal (1)	Animal (1)
TRIASI RE:	Nil	Nil
ALIGNMENT:	Nil	Nil

NO. APPEARING:	1-2	1-8
ARMOR CLASS	6	6
MOVEMENT:	15	15
HIT DICE:	1/4	3+3
THACO:	20	17
NO. OF ATTACKS:	1	1
DAMAGE ATTACK:	1	2-12
SPECIAL ATTACKS:	Nil	Blood drain
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	T (2' or less)	M (7' long)
MORALE:	Unsteady (7)	Average (10)
XP VALUE:	7	175



Weasels are abundant throughout the world's temperate forests and in many subterranean settings. There are numerous species, but they are all similar in appearance and habits.

The weasel is a lithe animal with a slender body and a long neck. The animal's head is small and triangular with a pointed snout and a mouth full of needle-sharp teeth. The various breeds of weasel range from five to 16 inches in length. Nearly all varieties are brown with white undersides, although the furs of those in colder climates turn white in winter.

Combat: As a rule, common weasels do not attack unless they are cornered or surprised. When they do strike, however, their great speed and darting movements can make them somewhat dangerous. In most cases, however, they bite once and then flee before their adversary recovers.

Habitat Society: Weasels are solitary creatures that stalk rodents and similar small animals for food. When two animals are encountered, they are often a mated pair.

Ecology: When hunting, the weasel usually attacks animals that are larger than itself. A common target in settled regions are domesticated poultry and similar fowl. Despite this, the common weasel does a great service for farmers by feeding on small animals that might otherwise damage or destroy their crops.

Weasel pelts are highly prized and can fetch prices as high as 100 gold pieces if they are in good condition. It is for this reason that in many regions weasels have been hunted to the brink of extinction, despite their roles as rodent killers and their importance in the food chain of the forest. The most valuable pelts are those of the weasels that inhabit colder regions, as they have a very pleasing texture and are bright white in color.

Female weasels make their nests out of straw, leaves, and moss in hollow trees or crevices in the ground. Here they give birth to a litter that generally contains four or five young.

Weasels that are taken when they are young can be trained to serve as hunting animals or tamed and kept as companions. Generally, however, they are too temperamental to make satisfactory pets.

Giant Weasels

Giant weasels are giant sized versions of this species that, although similar in many respects to normal weasels, are much more vicious and aggressive. Perhaps the most obvious difference is their tendency to live and hunt in packs. They attack men as often as any other prey and are relentless adversaries.

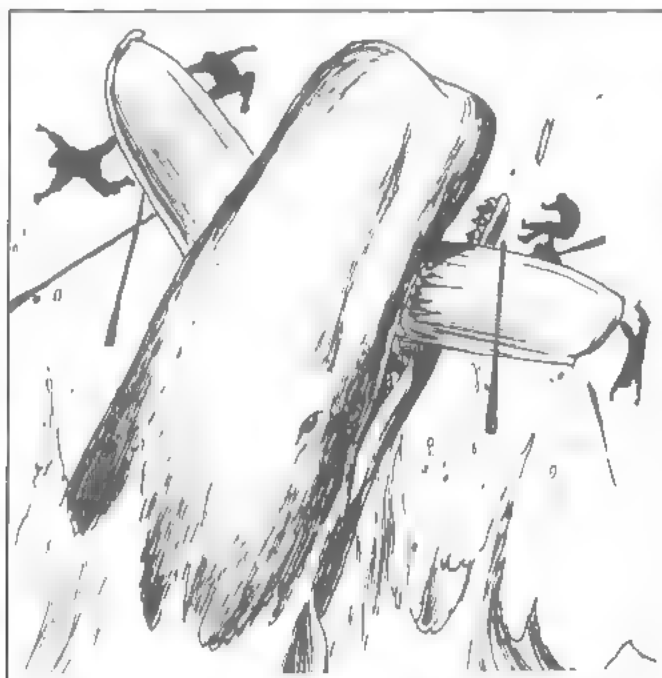
When a giant weasel bites, it locks its jaws onto its victim and refuses to let go. Instead, the weasel begins to suck the blood from its prey. Agents in the animal's saliva not only prevent the victim's blood from clotting, but actually promote the bleeding of the wound. The resulting blood loss is so rapid that it causes 2d6 points of damage per round. After the initial hit is scored, further rolls to inflict damage are not required.

When the lair of a pack of giant weasels is found, it often contains a minimum of four animals. There are young equal to the number of adults in the lair; the young are from 10% to 80% grown. They attack just as the adults would, inflicting damage appropriate to their degree of growth. If taken before they are half-grown, there is a 25% chance that giant weasels can be trained to serve as hunting or guard animals.

The pelts of giant weasels are valuable, as are those of their smaller cousins, and an intact one can fetch from 1,000 to 6,000 gold pieces on the open market. As a general rule, the most valuable pelts are those of the northern species, which are wholly white in color, or those of the rare black weasels.

Whale

	Common	Giant	Leviathan	Killer	Narwhal
CLIMATE/TERRAIN:	Oceans	Oceans	Oceans	Oceans	Oceans
FREQUENCY:	Common	Very rare	Very rare	Common	Rare
ORGANIZATION:	Pod	Pair	Solitary	Pod	Pod
ACTIVITY CYCLE:	Any	Any	Any	Any	Any
DIET:	Plankton	Omnivore	Omnivore	Carnivore	Fish
INTELLIGENCE:	Low (5-7)	Average (8-10)	Exceptional (15-16)	Average (8-12)	Animal (1)
TREASURE:	Nil	See below	See below	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1-8	1-2	1	5-40	1-6
ARMOR CLASS:	4	3	1	4	6
MOVEMENT:	Sw 18	Sw 18	Sw 18	Sw 30	Sw 21
HIT DICE:	12 to 36	18 to 54	36 to 72	9 to 12	4+4 to 6+6
THAC0:	12 HD 0 13-14 HD 7 15+ HD 5	5	5	9-10 HD 11 11-12 HD 9	4+4 5+5 HD 15 6+6 HD 13
NO. OF ATTACKS:	1	1	1	1	1
DAMAGE ATTACK:	See below	See below	See below	5-20	2-24
SPECIAL ATTACKS:	Tail	See below	See below	See below	Nil
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil	Nil
SIZE:	G	G	G	H-G	H-G
MORALE:	Champion (15)	Champion (15)	Champion (15)	Elite (14)	Steady (12)
XP VALUE:	2,000 + 1,000 per HD over 12	8,000 + 1,000 per HD over 18	26,000 + 1,000 per HD over 36	9 975 10 1,400 11,12 2,000	4 + 4 175 5 + 5 270 6 + 6 420



Whales are the largest sea mammals. They are highly intelligent creatures that occupy a number of ecological niches. The common whales include plankton eaters like blue or hump-backed whales and carnivores like sperm whales.

Common whales range in size from a ten-foot-long calf to 110-foot-long blue whales. The skin is normally blue-gray. Whales share a common language that is difficult for land creatures to learn since it uses tones below human hearing.

Combat: All common whales can attack with their tails. These can deliver a crushing blow that inflicts damage equal to half the whale's Hit Dice.

Plankton-feeding whales can attack with either of their flukes (fins). Whales of 12-17 HD cause 1d8 points of damage, those of 18-24 HD inflict 3d8 points, and those of 24-36 HD cause 5d8 points.

Carnivorous whales can bite. Whales of 12-17 HD inflict 5d4 points of damage, those of 18-24 HD cause 1d4x10 points, and those of 24-36 HD inflict 3d4x5 points.

Whales are vulnerable to surface ships only when the whales are on the surface.

Habitat/Society: Whales live in tribal gatherings called pods. They maintain strong personal and family ties. Their culture is based on complex songs that can be heard for miles underwater. Whales are curious about humanoids but if attacked they can become deadly foes. Whales rarely initiate combat. Whales are curious about other intelligent beings. They welcome communication with other beings. They do not lie, but they may not reveal everything they know.

Most whales feed on a variety of plankton, shrimp, and small fish that they suck up as they swim along. Sperm whales feed on larger fish, octopi, and especially giant squids.

Whale sows normally give birth to a single calf. Twins occur in 5% of births. The calf remains with the sow for the next five to ten years, depending on the species. After five years, the sow may give birth again. The calves are protected and taught by all members of the pod.

Ecology: Although they are neutral in alignment toward humanoids, their alignment toward sea life is generally lawful good. With their great size, power, and diversity, they are the masters of the sea. They preserve order through their conflicts with evilly inclined sea monsters.

Unfortunately, their relations with seafarers are less certain. Because of the value placed on parts of the whale's body, the creatures are hunted to excess by greedy whalers. Despite the hostility of the humanoids, whales remain curious and basically friendly toward non-whaling seafarers.

The carcass of a common whale is worth 100 gp per Hit Die.

Whale

both for its meat and blubber. Whales possess a stinking, yellow mass called amberggris that is valuable for making perfumes; they vomit this up when ill. The amberggris is worth 1d20 x 1,000 gp.

Giant Whale

Giant whales are immense versions of sperm whales, 100' to 400' long. In the cetacean culture, they serve functions similar to knights or barons by protecting common whales against evil sea monsters and whalers. Giant whales are attended by 2d4 common whales.

Giant whales attack by biting or crushing. Whales of 18-25 HD inflict 1d4x10 points of damage, those of 26-35 HD cause 2d4x10 points, and those of 36-54 HD inflict 3d4x10 points. The tail can deliver a crushing blow that inflicts damage equal to half the whale's Hit Dice. Giant whales can ram the sides of surface ships, delivering a crushing blow that, if successful, sinks the ship. They can also leap halfway out of the water and fall onto a target vessel (50% chance of success). If successful, the ship is immediately driven under the surface. If a giant whale is facing an opponent under 20 feet long, it can swallow the target intact on an attack roll that is 4 or more greater than it needs to hit.

Their stomachs contain large air chambers in which a victim might survive until he escapes or is digested. The stomach acid is diluted by seawater; characters or objects trapped in the stomach gain a +1 bonus to saving throws vs. this acid. A swallowed character suffers 2 points of damage per round (1 if the saving throw is successful each round) from the acid. The stomach might contain undigested possessions of previous meals. Each type of treasure has a 1% chance per Hit Die (of the whale) of being present in the giant whale's gullet. There may be 1,000-3,000 coins of each type, 1d20 gems, or 1d4 magical items.

The carcass of a giant whale is worth 100 gp per Hit Die. The amberggris is worth 2d20 x 1,000 gp.

Leviathan

The leviathan is an almost unimaginably immense whale, 500 to 1,000 feet long. It is the lord of all whales and the intermediary between cetaceans and the gods. Under normal conditions, only one leviathan dwells in each ocean. The leviathan is not always active. It may hibernate for years on the ocean floor. During these long sleeps, the leviathan is attended and protected by its entourage of other whales. The leviathan awakens if summoned by the needs of other whales or in answer to a divine request. Leviathans are awesome foes with a variety of attacks. Their bite damage is determined by their Hit Dice. Leviathans of 24-35 HD inflict 3d4x5 points of damage, those of 36-47 HD cause 3d4x10 points, and those of 48-72 HD inflict 3d4x15 points. The tail can deliver a crushing blow that causes damage equal to half the whale's Hit Dice. On an attack roll that is 4 or more greater than it needs to hit, a leviathan is capable of swallowing a target up to 80 feet long. When attacking a mass of surface vessels, the leviathan creates a powerful wave by swimming deep, rushing to the surface, and leaping halfway out of the water. The resulting wave causes every ship within 500 feet to roll a saving throw vs. crushing blow and every ship between 500 and 2,000 feet to roll a saving throw vs. normal blow. Ships that fail a saving throw immediately sink.

Once each century, leviathans gather in arctic waters to confer and to mate. This gathering lasts six months. Each leviathan is attended by 2d10 giant whales and 10d10 whales of other species.

The stomach of a leviathan contains air pockets that are capable of sustaining a victim until he escapes or is digested. The stomach may also contain undigested possessions of previous meals or even sea vessels. Each type of treasure has a 1% chance per Hit Die (of the whale) of being present in the giant whale's gullet.

There may be 2,000-6,000 coins of each type, 5d20 gems, or 1d8 magical items.

The carcass of a leviathan is worth 100 gp per Hit Die. The amberggris is worth 4d20 x 1,000 gp. However, the killing of a leviathan will result in every whale within that ocean converging on the killer to avenge their lord's death.

Killer Whale (Orca)

The killer whale is one of the largest predatory sea mammals. It is a deadly killer able to hold its own against all but the most powerful sea monsters. A killer whale is likely to attack humanoids, it is capable of swallowing a man whole, should the need arise.

Killer whales measure 15 to 30 feet long. Their black bodies are marked by a brilliant white belly and markings that vary from individual to individual.

Killer whales are not inherently hostile and do not attack unless hungry or provoked. There is a 20% chance that encountered killer whales are hungry. If they are communicated with rather than attacked, killer whales may prefer to talk rather than feed.

The killer whale's diet consists of both fish and warm-blooded animals. It is a crafty hunter that can recognize the shadows and sounds made by animals atop ice floes. It will break through the ice to visually confirm the presence of prey. Smaller ice floes are rammed and shattered to force the prey into the water. When the killer whale smashes into the ice, every being on the ice must roll a saving throw vs. paralyzation. Failure means the being has slipped into the water and can be attacked the following round.

When a killer whale makes a successful hit, its prey is held in its jaws where it can automatically bite each round. Victims risk drowning in two to four rounds and the loss of 1 point of Strength and Dexterity per round, due to the numbing effect of the icy water. When either Strength or Dexterity reaches 0, the victim dies.

The killer whale's main weapon is its terrible bite. Killer whales of 9-10 HD inflict 4d6 points of damage, while those of 11-12 HD cause 6d4 points.

When hunting larger creatures, the pod acts together to bring down prey up to 100 feet long.

Most pods consist only of adults, but 25% of encountered pods also have 1d8 calves (2-5 HD, swim 15, bite for 2d4). Adults defend their calves to the death. They also assist each other.

Although killer whales prey on other whales, they also act as their protectors by battling other sea monsters that might decimate the entire cetacean family. Killer whales may enter into alliances with aquatic elves.

The carcass of a killer whale is worth 100 gp per Hit Die. The amberggris is worth 1d10 x 500 gp.

Narwhal

The narwhal is common to cold, subarctic waters. It is called the "unicorn of the sea" because of the six- to 12-foot-long spiral horn that the narwhal uses to dig into the sea floor for shellfish. If a narwhal is provoked, the horn can also be used like a lance to attack. When a narwhal attacks with its horn, its Hit Dice determine the damage caused. A narwhal of 4+4 HD inflicts 2d12 points of damage, one of 5+5 HD causes 6d4 points, and one of 6+6 HD inflicts 7d4 points. Only a male can develop this horn. A female attacks by ramming headfirst into its target, inflicting 2d4 points of damage.

Narwhals are basically peaceful creatures. They may serve as companions or guards for dolphins. They may also be trained and used by aquatic elves.

The carcass of a narwhal is worth 100 gp per Hit Die. The ivory is worth 1d4x10 gp. The amberggris is worth 1d10 x 200 gp.

Wolverine

	Normal	Giant
CLIMATE/TERRAIN:	Arctic/Forest	Arctic/Forest
FREQUENCY:	Uncommon	Rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Night	Night
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Semi- (2-4)	Semi- (2-4)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral (evil)	Neutral (evil)

NO. APPEARING:	1	1
ARMOR CLASS:	5	4
MOVEMENT:	12	15
HIT DICE:	3	4+4
THAC0:	17	17
NO. OF ATTACKS:	3	3
DAMAGE ATTACK:	1-4/1-4/2-5	2-5/2-5 2-8
SPECIAL ATTACKS:	Musk	Musk
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	S (2'-4')	M (4'-7')
MORALE:	Steady (11)	Steady (11)
XP VALUE:	120	270



Known also as the carcajou, quickhatch, and glutton, this fierce animal has been the scourge of many arctic cultures since the dawn of time.

The wolverine is closely related to the weasel, but in habit and physiology it has much more in common with the badger. The body of a wolverine is heavyset with short, thick legs. Its claws are long and curved, making it a very dangerous hunter. The wolverine's head is blunt and rounded with wide-set eyes and a short sharp snout. Its body has a coat of brown fur with a light stripe running down each side. Its skeleton carries the head and tail low with an arch in the back.

Combat: When engaging in battle, the wolverine becomes a most fearsome adversary. Its great speed makes it difficult to strike (thus its decent Armor Class) and gives it a +4 bonus on its attack roll.

The wolverine normally attacks with a combination of its wicked claws and needle-like teeth. Its great speed enables it to strike once with each of its front claws and then follow that up with a ripping bite.

Enemies who are behind the wolverine are subject to attack by its musk gland. Like a skunk, this animal can release an oil that is disgusting to most other life forms. This spray takes the form of a cloud 10 feet wide by 10 feet high and 30 feet long. A victim of the musk must roll a successful saving throw vs. poison or be blinded for 1d4 hours. Even if the saving throw is successful, the victim instinctively draws back from the animal by half of its normal movement rate and loses 25% of his Strength and Dexterity for 1d4 turns due to nausea. Anyone who comes into the slightest contact with the wolverine's musk is tainted by its foul stench and is shunned by all animals until he can be thoroughly cleansed.

Habitat/Society: Wolverines are loners that range throughout the forests of colder climates. Occasionally they are found in more temperate woodlands as well. Sometimes two wolverines may be encountered together, but they are almost always a mated pair that will go their own ways before long.

Female wolverines who have mated generally give birth to one to four pups in the late winter or early spring months. These animals are nurtured by the mother and remain with her until they

are able to survive on their own.

Ecology: For the most part, wolverines are carnivores that take small mammals and rodents as prey. In times when food is short, they feed on carrion if unable to make their own kills. In addition, wolverines are clever, adept at looting the traps set for them by men.

In many regions where wolverines co-exist with man, they are hunted to the brink of destruction. The reasons for this are twofold. Primarily, the animals are seen as a threat and as competitors for small game. Secondly, the pelt of a wolverine is exceptionally resistant to cold and frost, making it very useful in the manufacture of winter clothing.

Giant Wolverines

These fiendish creatures are vicious beasts that, like their more common cousins, take whatever prey they can. Unlike common wolverines, the giants often attack human travelers.

Creatures subjected to the creature's musk find that it is even more fearsome than that of the common wolverine. Because of its more vile nature and the greater quantity released, the musk of a giant wolverine is twice as potent as normal wolverine musk. For example, the cloud formed is 20 feet by 20 feet by 60 feet and those in it may be blinded for 1d8 hours. In addition to these effects, however, the oil has several other properties that must be taken into account. The victim must retreat at full speed for one round, and he loses 50% of his Strength and Dexterity for 1d8 turns. All cloth items contacted by the spray rot and become useless in a matter of hours (including magical cloth or parchment items that fail their saving throws vs. acid).

Worm

CLIMATE/TERRAIN:	Purple Subterranean	Tenebrous Forests	Tunnel Subterranean
FREQUENCY:	Rare	Uncommon	Rare
ORGANIZATION:	Solitary	Solitary	Swarm
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Non- (0)	Anima. (1)	Non- (0)
TREASURE:	(B, Q x 5, X)	Nil	(M, N, Q)
ALIGNMENT:	Nil	Nil	Nil
NO. APPEARING:	1	1	1-6
ARMOR CLASS:	6	1	4
MOVEMENT:	9	10	6
HIT DICE:	15	10	9+3
THACO:	5	11	11
NO. OF ATTACKS:	1 and 1	1	1
DAMAGE/ATTACK:	2-24 and 2-20	2-16	2-8
SPECIAL ATTACKS:	See below	Acid	Lunging
SPECIAL DEFENSES:	Nil	Poison bristles	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	G (25' + long)	M (6' long)	G (25' + long)
MORALE:	Steady (12)	Elite (13)	Steady (12)
XP VALUE:	13,000	5,000	1,400

A constant threat to subterranean explorers, the purple worm spends its life burrowing through the earth in search of prey. Adult purple worms have been seen that are up to eight to nine feet in diameter and 140 to 150 feet long.

Combat: The purple worm attacks by biting with its huge maw. Any roll that exceeds the required score to hit by 4 or more on the 1d20 attack roll indicates that the victim has been swallowed whole. An adult purple worm can easily devour a creature up to eight feet tall and six feet wide. A swallowed creature will die in six rounds and be utterly digested in 12 turns, making it impossible to raise from the dead in any way.

Anyone trapped inside a purple worm can attempt to escape by cutting his way out. Although the interior is considered to be AC 9, each round the worm's digestive juices cause a cumulative -1 penalty to damage the trapped victim can cause to the worm (the juices are weakening the victim).

The worm also has a stinger on its tail. Anyone hit by the stinger suffers 2d4 points of damage and must succeed on a saving throw vs. poison or be slain.

Habitat/Society: The purple worm is a solitary creature that seeks a companion only to mate. The moment the worm hatches, it burrows into the ground and never sees its siblings again.

Ecology: As the creature tunnels, it consumes large amounts of matter that it excretes when it returns to its home. Among the materials discharged by these creatures are precious metals and gems.

The worm is sensitive to even the most minute of vibrations in the earth around it and can sense prey at a range of 60 feet.

Mottled Worm

This is an aquatic variety of the purple worm. It inhabits shallow bottom muck but often surfaces for prey. It is otherwise just as a purple worm.

Tenebrous Worm

These natives of the demi-plane of Shadow resemble giant caterpillars. In combat, they strike with their powerful mandibles and anyone bitten by the worm must roll a successful saving throw vs. poison with a -3 penalty, or suffer double damage from the toxic bite. The head and forebody are covered with poisonous bristles that inflict 1d4 points of damage to anyone whose bare skin comes into contact with them. A successful saving throw vs. poison is required to avoid paralysis for 1d4 rounds after contact. If a *neutralize* or *slow poison* spell is not administered by the end of that time, the victim dies. The chance of an attacker being hit by the spines is equal to 10% times his base Armor Class (before shield and Dexterity modifiers). Attacking the worm's head reduces the chance of contact by 20% (but only one character can attack the head at a time). The mandibles of this worm are attractive and worth from 1,000 to 3,000 gold pieces per set.

Tunnel Worm

This cousin of the giant centipede feeds on and lays its eggs on carrion. A tunnel worm attacks by lunging out of its hidden burrow to strike with a +2 bonus to the attack roll. Success indicates that the target has been seized in its mandibles, but no damage is inflicted until the worm chews through the victim's armor. This takes one round for leather or worse armor, two rounds for armor tougher than leather but no tougher than chain mail, and three rounds for armor tougher than chain mail. Once the armor is breached, the worm inflicts an automatic 2d8 points of damage each round. If the worm suffers 15 or points of fire damage or loses 60% of its hit points, it will drop its victim and retreat to its lair. Tunnel worm lairs often have treasure in them from earlier victims.

Xorn

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Minerals
INTELLIGENCE:	Average (8-10)
TREASURE:	O, P, Q (x5), X, Y
ALIGNMENT:	Neutral

NO. APPEARING:	1-4
ARMOR CLASS:	-2
MOVEMENT:	9, Br 9
HIT DICE:	7+7
THACO:	13
NO. OF ATTACKS:	4
DAMAGE/ATTACK:	1-3(x3)/6-24
SPECIAL ATTACKS:	Surprise
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (5' tall)
MORALE:	Champion (16)
XP VALUE:	4 000



The xorn (ZORN), native to the elemental plane of Earth, feeds on precious metals deep underground.

The wide body of a xorn is made of a pebbly stone-like material. Its large, powerful mouth is located on the top of its head. Three long arms, tipped with sharp talons, are symmetrically positioned every 120 degrees around the mouth. Between the arms are large, stone-lidded eyes that permit it to see in all directions. At its base are three thick, short legs, each directly beneath an eye. The whole body is designed for burrowing, mouth first.

Combat: A xorn will not attack a creature of flesh except to defend itself or its property. It can't digest flesh and has no excessive hate or love for creatures of the Prime Material plane. The sole exception to this is anybody carrying a significant amount of precious metals or minerals, which it can smell up to 20 feet away. The normally peaceful Xorn can become quite aggressive when after food. Especially on the Prime Material plane, where such sustenance is harder to find than on its native plane. A xorn would expect to be given a reasonable portion of such stuff in exchange for peaceful passage, or else attack (90% chance) to get its food.

In combat it can fight two different ways. Against a single opponent, it bends the two nearest legs deeply, angling its body 45 degrees toward the enemy. In this way all four attacks can reach him. Against several opponents it can attack with its arms in all directions, each at a different target. One of these targets suffers a second attack as the xorn angles its body down and then out at him for a bite.

If necessary, a xorn can use its ability to blend into the surrounding stone to impose a -5 penalty to opponents' surprise rolls when it attacks. This is both a coloration blending and the physical ability to pass into and through stone. This does not happen very often, since a xorn is more likely to ignore a party, or openly demand metals. However, once combat has been engaged, it can use a variant on this theme. Upon first taking damage the xorn may pass through the nearest stone (usually the floor) and vanish for one to three rounds. It then lunges out of a stone surface to gain surprise. This is often at the feet of a character, attacking with three arms and a mouth. This kind of guerrilla warfare can continue indefinitely. During any round that it's passing through

stone, a *phase door* spell will kill it instantly. If the fight is going against it, the xorn will pass through the nearest stone surface and retreat.

A xorn is immune to fire and cold, both magical and normal. Electrical attacks cause half damage if the xorn fails its saving throw, and no damage if the saving throw is successful. A *move earth* spell flings a xorn back 30 feet, and the creature is stunned for one round. A *stone to flesh* or *rock to mud* spell lowers its AC to 8 for one round. During that round the xorn will not attack, as it is readjusting its substance back to stone. Lastly, a *passwall* spell inflicts 1d10 + 10 points of damage.

Habitat/Society: A xorn is normally found on the elemental plane of Earth. It is only on the Prime Material plane when forcibly summoned or the victim of an interplanar accident.

On their native plane, xorn are peaceful creatures, comparable to a Prime Material plane herbivores. While xorn do possess intelligence, their society is limited to small clans of mineral gatherers. These clans wander from place to place, occasionally leaving behind open pockets where they have eaten out a vein of mineral. On the Prime Material plane they always seek wide regions of stone underground. What humans would consider treasure, xorn consider food. They keep their store of "food" in a nearby pocket of air in the stone.

Ecology: On the Prime Material plane, they are visitors that do not serve any ecological function. On their own plane they are gatherers, eating only stone and minerals. The empty pockets in the stone are quickly inhabited by various creatures of the plane. Dao have been known to hunt them for sport. Equally as often xorn serve dao as slaves.

Yellow Musk Creeper & Zombie

CLIMATE/TERRAIN:	Creepers	Zombie
FREQUENCY:	- Temperate/Forest and subterranean -	
ORGANIZATION:	Rare	Rare
ACTIVITY CYCLE:	Solitary	Solitary
DIET:	Any	Any
INTELLIGENCE:	Carnivore	Nil
TREASURE:	Non- (0)	Animal (1)
ALIGNMENT:	B	Nil
	Nil	Nil

NO. APPEARING:	1	1 per 2 flowers
ARMOR CLASS:	7	Variable (10)
MOVEMENT:	0	6
HIT DICE:	3	2 (special)
THAC0:	17	19
NO. OF ATTACKS:	2-12	1
DAMAGE ATTACK:	Special	1-8 (weapon)
SPECIAL ATTACKS:	Gas	Nil
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	Nil	Nil
SIZE:	L (20' square)	M (4'-7' tall)
MORALE:	Fearless (20)	Fearless (20)
XP VALUE:	650	120



The yellow musk creeper is a plant that attacks humanoids draining Intelligence and turning them into yellow musk zombies. The zombie serves the plant for a couple of months and then dies, enabling the new plant embedded in its head to feed on the body.

The creeper is a large, light green climbing plant with leaves like ivy, 1d4 dark green buds, and 2d6 flowers like those of an orchid, bright yellow with splashes of purple. It can cover an area up to 20 square feet from its single bulbous root. The creeper has a sweet, entrancing odor while dormant.

The zombie is a man-sized humanoid with yellow skin and a fixed, glazed look. It wears whatever it had on when taken by the creeper. A fresh zombie has no unusual odor, while those close to death smell strongly of creeper musk.

Combat: The creeper is dormant unless a creature moves within 10 feet of it. When that happens, the nearest flowers turn toward the prey and attack. This attack is a puff of pollen that smells like musk and strikes the face of the victim if the attack roll is successful. The victim must roll a successful saving throw vs. spell or be entranced and walk into the plant. He will resist any attempt to hold him back. The round after he walks into the creeper, dozens of roots attach themselves to his head, burrowing into his brain in two rounds. Each round after that he loses 1-4 points of Intelligence as his brain is devoured.

If the victim's Intelligence is reduced to 1 or 2, he immediately becomes a yellow musk zombie under the control of the creeper. If his Intelligence is reduced to 0 or less, he dies instantly. If the plant is killed before the roots can reduce him to a zombie, Intelligence is restored at the rate of 1 point per day. A *heal* spell instantly restores all lost Intelligence. A zombie can be cured, if the mother plant is first destroyed, by casting *neutralize poison* and *heal*, one immediately after the other. It takes the victim four weeks of rest to regain all his original characteristics and levels of ability.

When a humanoid is made into a zombie, it keeps all its hit points, but attacks as if it were a 2-Hit Die monster. It keeps and uses any weapons in its hands at the time of death, but cannot cast spells or call upon magical powers. The armor is retained, but no bonuses due to Dexterity or Wisdom are allowed.

The creeper can be cut back with slashing weapons, burnt, frozen, or otherwise damaged by anything that would harm a vine. However, it will eventually grow back from the main root unless this root is directly damaged. Points of damage are only recorded if done to the bulbous root just under the surface of the soil. Yellow musk zombies are not true undead, and therefore cannot be turned by priests. Like the creeper, they are immune to *charm*, *hold*, *illusion*, *sleep* and other mind-affecting spells.

Habitat Society. The creeper is found primarily in soil areas underground or in the depths of forests and jungles where little light strikes it. It can climb trees or rocks, like common ivy. It is occasionally planted intentionally to guard a particular area. The zombie can range up to 100 feet from the creeper.

Ecology: The creeper attacks any creature larger than a house cat that approaches, but it can only create zombies from man-sized humanoids. It feeds on the bodies and on the soil in which it is planted. The bones or personal items held by those it kills are buried by the zombies close to the root. The zombie does not eat, being partially supported and kept alive by the seedling in its head. The creeper's only natural enemies are disease, insects, and a lack of food.

The creeper has 2d6 flowers and 1d4 buds. It can control one zombie for every two flowers. If a victim dies, a new flower opens from a bud, and a new bud appears. The zombies' main goal is to drag creatures, particularly humanoids, into the creeper. After about two months of zombiehood, a zombie wanders at least 200 feet from the parent plant and dies. The seedling that has been growing in its head now sprouts and flowers within an hour, feeds upon the corpse, and becomes a new creeper. This creeper covers the same surface area as the prone body.

Instructions for the Blank Monster Form

When designing a monster, avoid extremes. It is a common mistake to make a monster incredibly tough for no reason. Really tough monsters are very rare! If a monster has an extreme ability or combat statistic, there should be a good reason. In the same light, fit the monster's abilities to its description. Players need a fair chance to anticipate what the monster might do. For example, a monster that can fly should have wings, or else usually be encountered aloft. If a monster will have a surprising ability, keep it to just one, and have a good reason for the surprise.

Not all monsters have to be evil. There are many other reasons a monster can be dangerous without arbitrarily making it evil. For example, any creature will fight to protect its family or territory whether it is good or evil.

Characters should be able to negotiate with or intimidate many creatures, but negotiating with a monster does not always mean giving it treasure. Most animals will put off an attack if tossed a free meal they can eat in peace. Intelligent creatures have many different motivations. Try not to force characters into having to kill every monster they meet. If a monster is left alive after an encounter, it might be encountered again, and become a regular part of the campaign.

CLIMATE/TERRAIN: Restrict your monsters reasonably. As a rule, only tool-making creatures can be found in every climate or every terrain. Remember that the physical design of a monster should make sense for the climate and the terrain.

FREQUENCY: Monsters should not dominate the landscape unless your campaign plot requires them to. Most monsters avoid settled areas because organized groups of humans and demihumans tend to kill them.

ORGANIZATION: Give a lot of thought to this entry—it determines the group tendencies of the monster. A pack can be controlled by controlling its leader. A flock, on the other hand, has no leader, but it does have a pecking order.

ACTIVITY CYCLE: Most monsters need to rest. When are they out and about? When are they sleeping? These habits should make sense with the diet and climate/terrain of the monster.

DIET: What does the monster eat? Not every monster is a meat-eater. A wild bull is just as dangerous as a tiger, but it does not eat meat. Remember, fangs and claws imply carnivores, tusks and horns imply herbivores.

INTELLIGENCE: Avoid the tendency to make monsters too intelligent or too stupid. A creature living in the middle of the jungle with no manipulative organs is not likely to be intelligent. Really high intelligence usually implies civilization, or at least sophisticated tools. On the other hand, monsters that must fight to survive must have enough intelligence or other natural ability to conquer their foes.

TREASURE: Treasure is usually collected only by intelligent creatures. An animal type may guard a treasure for another creature, but the treasure itself belongs to the intelligence that set it there as a guard. Monsters that care little for riches and magical items might still have some as a result of encounters, but things will be scattered and ill kept, often rusting away to worthlessness. Intelligent monsters, on the other hand, will use their magical treasures to their best advantage—which may be no help at all to the characters!

ALIGNMENT: This is a broad description of the moral and ethical tendencies of the monster. A creature of animal intelligence

has no morals or ethics, and hence is of neutral alignment. In general, try to avoid extremes, unless these fit the monster.

NO. APPEARING: The number of monsters typically encountered should correspond to the other facts about the monster. A solitary monster does not travel in packs of 20. In general, carnivores travel in small groups, herbivores travel in large groups. This number is also a good way to keep things balanced; weak monsters are dangerous in large numbers, while a strong monster alone is easy prey to a well-organized group of heroes.

COMBAT STATISTICS: This includes such values as Hit Dice and Armor Class. They should match the physical description of the monster. A well-designed monster fights the way it looks. A small, fuzzy creature with big, soft eyes should not have 25 Hit Dice, an Armor Class of -8, and swoop through the air to attack. The amount of damage done should reflect the weapon being used. Avoid the tendency to give monsters excessive Hit Dice and damage capabilities. The DM is the only person who gets a kick from seeing a PC suffer 40 points of damage in one round; players don't find that amusing at all.

APPEARANCE: Include in the physical description of the monster its size, weight, color (skin, hair, eyes, etc.), smell, noises, type of movement (graceful walk, shambling gait, etc.), typical clothing, and preferred weapons.

COMBAT: Include any special combat abilities or disabilities. Be sure to cover any basic strategies or tactics the monster might use. Remember, smart monsters use smart tactics. The strategies should reflect their natural advantages and disadvantages.

HABITAT/SOCIETY: How does the monster relate to others of its kind, and to strangers? When do they work together and when do they fight? How do they choose leaders and how do these leaders rule? What are the goals of these monsters? Where do they live and how does this affect their behavior? Do they use or make tools? If so, what types and how are they made? Why does this monster have treasure? How does it get it? What is the nature of the family, and how many live together? Does the monster have special guards or allies and how frequently are they found together?

ECOLOGY: This should include the types of food eaten—as well as what eats them, if anything. Any useful by-products should be listed, such as fur or edible parts. You may list uses for magical items or spells. On the other hand, don't turn your monster descriptions into shopping lists. The PCs are heroes, not butchers or fur trappers. List other creatures that live in harmony with the monster or compete against it, along with information about the size and nature of its territory.

VARIANTS: If there are major subraces, they should be detailed here. This may be a stronger leader type, an inferior servant race, or a DM special, such as skeletons that hurl their finger joints like *magic missiles*.

CLIMATE/TERRAIN:

FREQUENCY:

ORGANIZATION:

ACTIVITY CYCLE:

DIET:

INTELLIGENCE:

TREASURE:

ALIGNMENT:

NO. APPEARING:

ARMOR CLASS:

MOVEMENT:

HIT DICE:

THACO:

NO. OF ATTACKS:

DAMAGE ATTACK:

SPECIAL ATTACKS:

SPECIAL DEFENSES:

MAGIC RESISTANCE:

SIZE:

MORALE:

XP VALUE:

Appearance

Cumlat.

Habitat Society

Ecology

Varants











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